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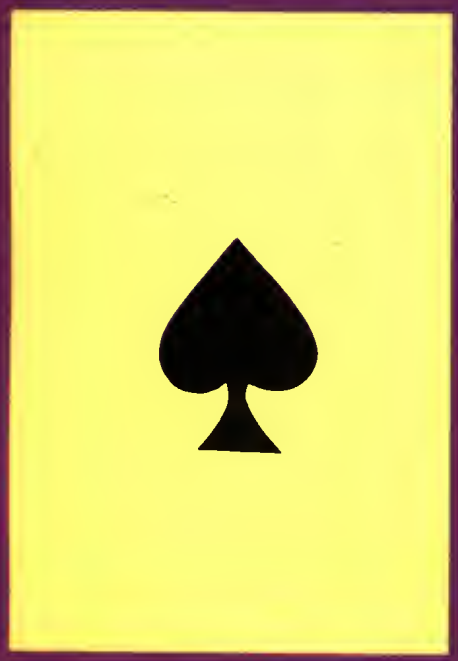
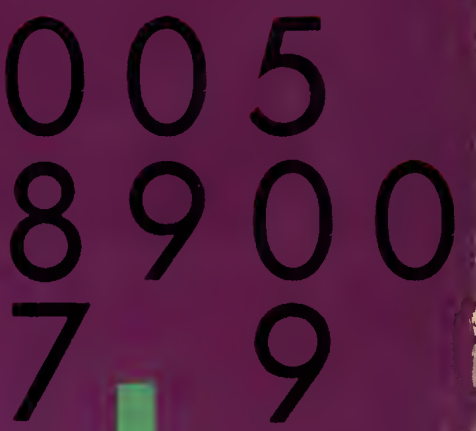
simple tricks





up to 12

A Doubleday Activity Book

SIMPLE TRICKS

BY ALLEN V. GREEN

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PARLOR STUNTS

The Bottled Bill

A SURPRISING BALANCING TRICK

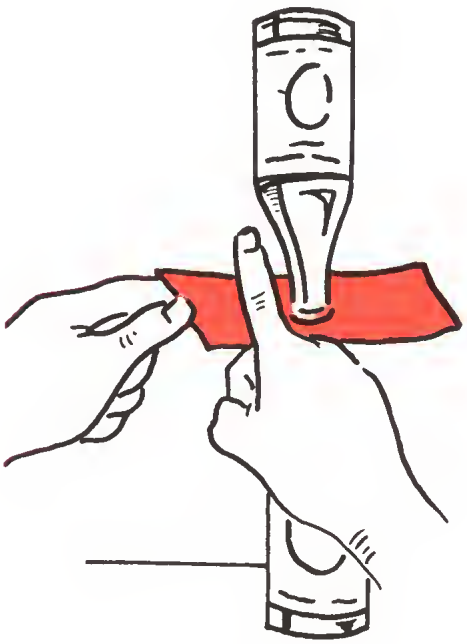
MATERIALS

2 empty soda bottles
A dollar bill

THE SET-UP

Place a dollar bill across the open end of a soda bottle. Then balance another bottle upside-down on it, so that the two open ends of the bottles coincide, their rims meeting at all points.

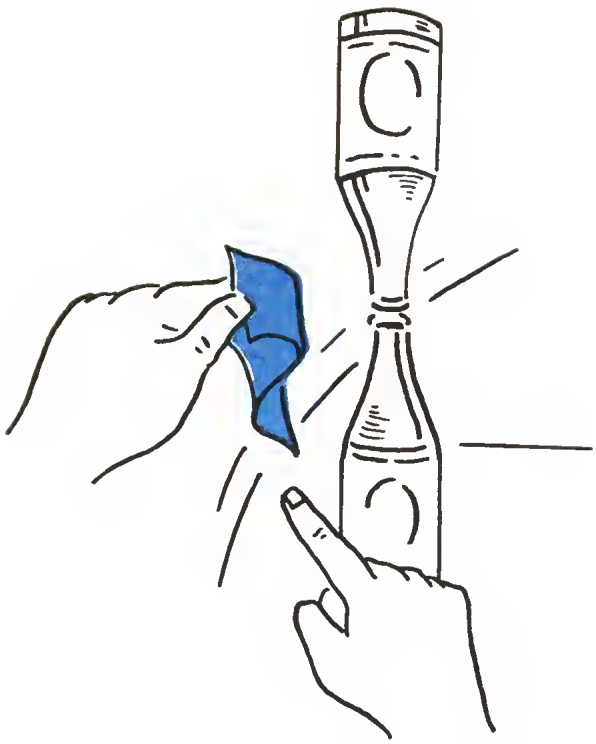
Picture One



Picture Two

THE CHALLENGE

To remove the bill from between the bottles without touching or knocking down the bottles.



Picture Three

HOW TO DO IT

Hold one end of the bill tightly with your left hand. Strike the bill smartly about half-way between your left hand and the bottles. Strike briskly and with a good follow-through motion.

If you hold the bill taut, the bill will slip out without upsetting the bottles.

In performing this trick, it is better to use a new, crisp bill. Also make sure that the mouths of the bottles are dry. A wet bill might stick to the glass.

The Almighty Dollar

BREAKING A PENCIL WITH PAPER

MATERIALS

A dollar bill
A pencil

THE CHALLENGE

To break a pencil with a dollar bill.

THE SET-UP

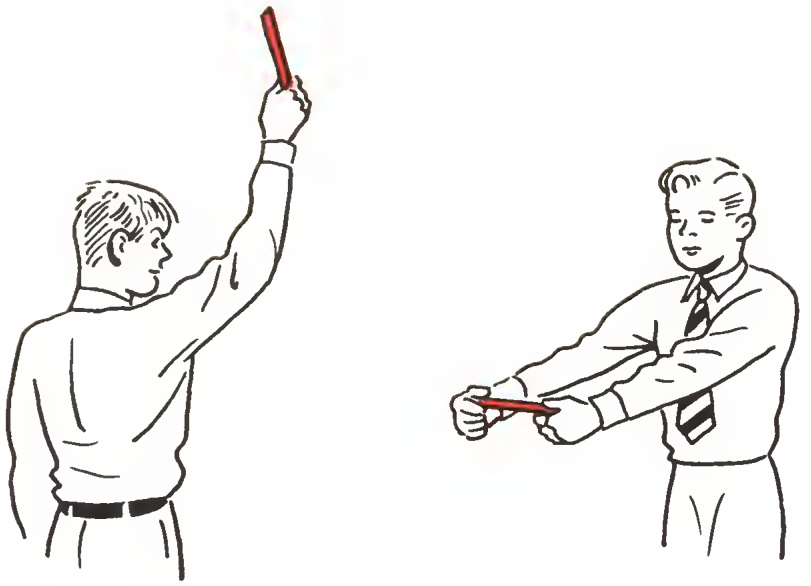
Take a dollar bill and fold it in half lengthwise. Smooth down the crease very, very carefully. Now fold it over once more in the same direction. This will bring the bill to four thicknesses.

With a knife or a straight edge of some sort, or even with the edge of the pencil, press down the edge of the bill very, very carefully and firmly. Test the folded edge with your finger to see if it is sharp. This is very important! Swish it down through the air a few times to see if its guillotine qualities can be relied upon.

When you are satisfied with its keenness, ask someone to hold the pencil for you. See *Picture One.*

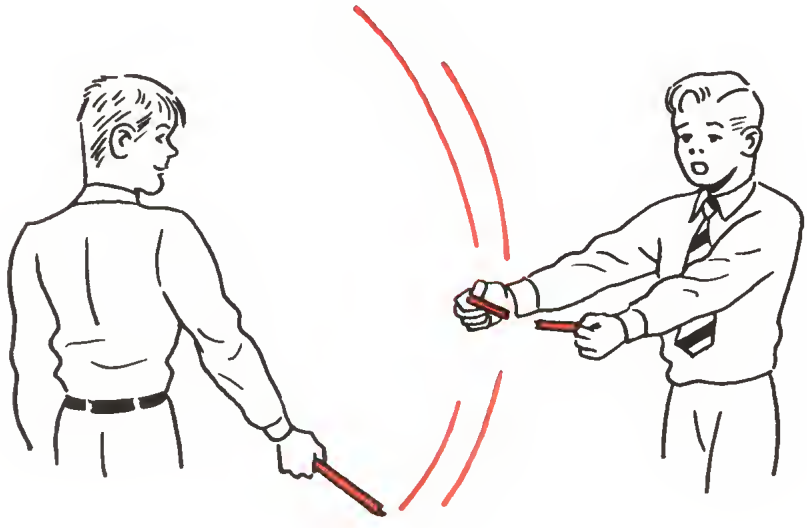
It should be a full length pencil—not a stub. Have him hold it firmly—*very firmly*—directly in front of him—at arm's length. See *Picture Two.*

Picture One



Picture Two

Now hold one end of the folded dollar bill and lift it high above your head. With a swift stroke, bring it down against the middle of the pencil. The pencil will break in two under the stroke. See *Picture Three.*



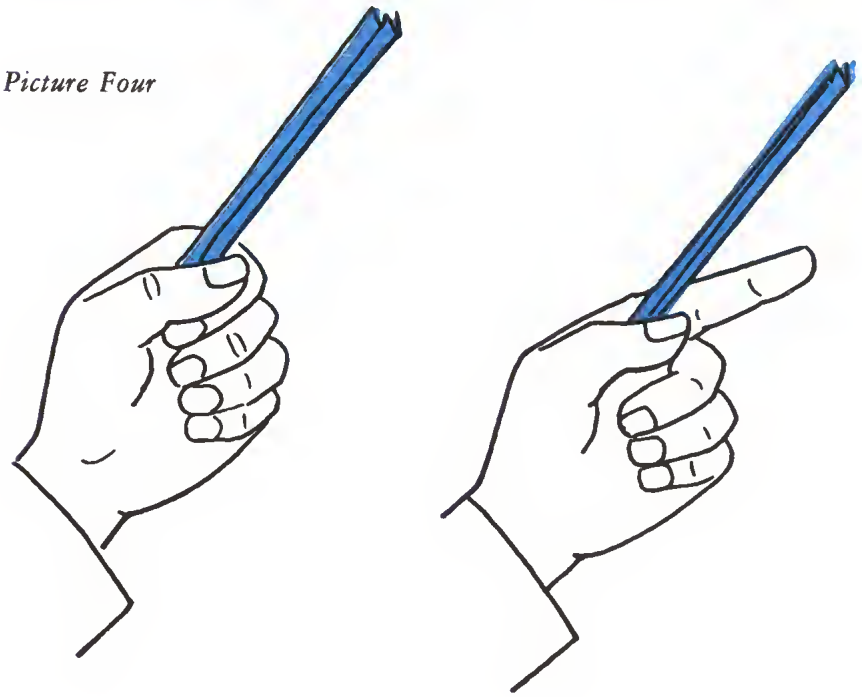
Picture Three

HOW TO DO IT

But really, how did you do it? Can a piece of folded paper break a wooden pencil? Of course not! That is why it is so important to go through all the hocus-pocus of careful and precise folding and testing.

What you really do is this: When you raise the bill into the air, slip your forefinger out from your grip. See

Picture Four



Picture Four. Your finger will easily break the pencil in two. No one will see this move because:

(1) Your finger will be hidden by the bill.

(2) The hand is quicker than the eye.

(3) Everyone will be concentrating and looking at the pencil.

The Captive Dime

A TRICK WITH REMOTE CONTROL

MATERIALS

A glass
2 nickels
A dime

THE SET-UP

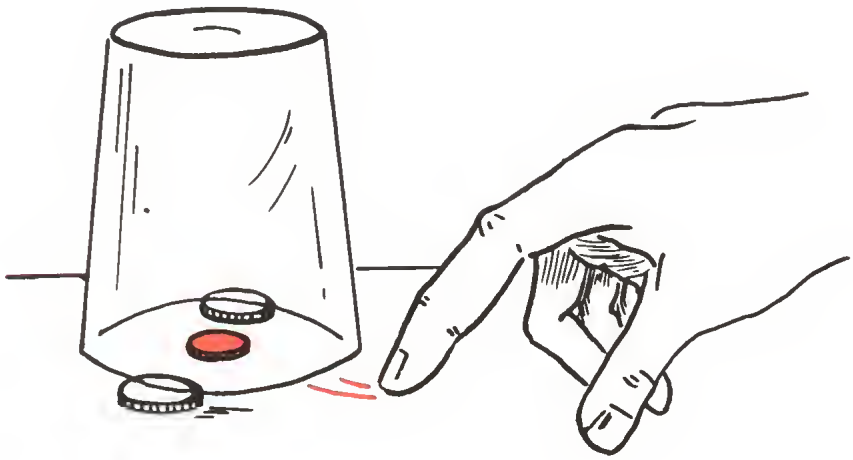
Place a dime on a cloth-covered table. Then place a nickel on each side of the dime in such a way that when you place an inverted glass over the dime, the rim of the glass will rest on the two nickels.

THE CHALLENGE

To remove the dime from under the glass without touching the dime, the nickels, or the glass.

HOW TO DO IT

Simply scratch the table-cloth with your fingernail as close to the glass as you can, as shown in the illustration. Short, fast scratches will start the dime moving as if by magic! Pretty soon, the coin will be out.



Pick the Last Coin

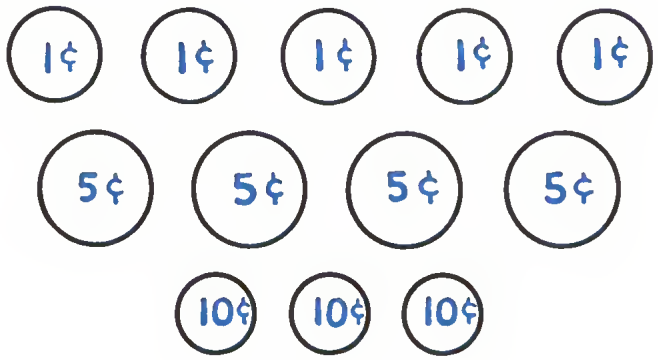
A GAME YOU CAN'T LOSE

MATERIALS

5 pennies
4 nickels
3 dimes

THE SET-UP

Arrange the coins as shown in *Picture One.*



Picture One

Tell your friend that you and he are going to have a little contest of wits. The rules of the game are as follows: Players take alternate turns. A player on his turn may remove as many coins as he wishes provided that he pick a coin of only one denomination on any one turn.

For example: On his first turn, your friend could remove either 5 or 4 or 3 or 2 or 1 pennies from the top row. The same rule applies to all subsequent turns.

You can remove as many coins as you wish in any one line, one coin or more. The aim of the contest is to see

who will be made to remove the last coin.

THE CHALLENGE

You will win every game in this contest no matter who goes first.

HOW TO DO IT

To best explain this game, we suggest that you try playing it with a friend before you read the remainder of this explanation. You will find this a fascinating game all in itself, without any tricks or formulas.

However, there is a sure way to win and only one sure way. If you go first, and pick two dimes from the bottom row, you win no matter what your opponent does.

On the other hand, you can start with many other moves and the likelihood is that you will win if you know the winning formula.

Unless your opponent takes two dimes from the bottom line, you are sure to win. Even if he makes the proper first move, you are nevertheless likely to win.

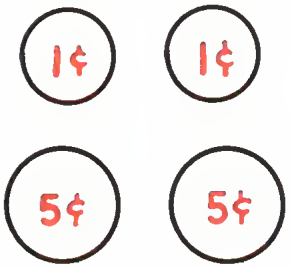
Assuming that your opponent has to move, the following set-ups leave him in a losing position.

LOSING POSITION 1

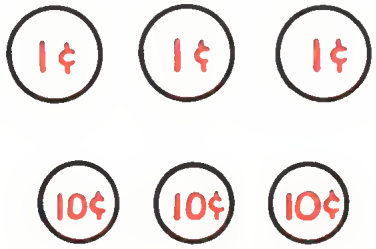
2 coins on each of 2 lines. See *Picture Two.* If he takes 1 coin, you remove a row of 2 coins. You thus leave him with the last coin . . . If he takes 2 coins, he leaves a row of 2 coins. You pick up 1 coin, leaving him with the last coin.

LOSING POSITION II

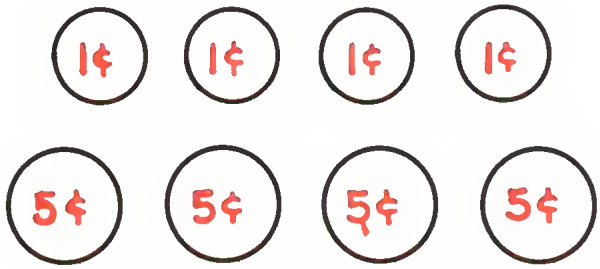
3 coins on each of 2 lines. See *Picture Three.* If he takes 3 coins, you pick up 2 coins of the three remaining . . . If he takes 2 from any row, you take 3, leaving him 1 . . . If he takes 1, you take 1. This leaves him with Losing Position I.



Picture Two

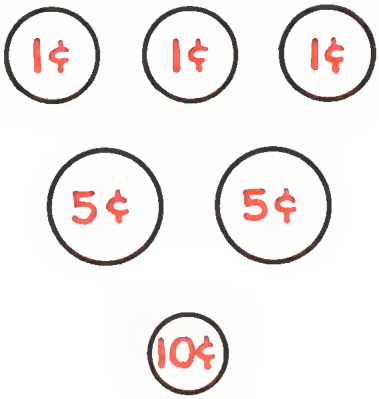


Picture Three



Picture Four

Picture Five



Picture Six

LOSING POSITION III

4 coins on each of 2 lines. See *Picture Four.* This will develop into Losing Position I or II.

LOSING POSITION IV

1 coin on each of 3 lines. See *Picture Five.* He can only take 1 and then you take one and he loses.

LOSING POSITION V

A combination of 3, 2, and 1 coins on 3 lines. See *Picture Six.* No matter what he takes, you can leave him with one of the four other Losing Positions.

How do you achieve these positions? Let us say your opponent goes first and picks one penny from the top line. If you take all three dimes from the bottom line, you leave him in a losing position. See *Picture Four.*

If your opponent takes 2 pennies from the top line, you take the 4 nickels in the middle line, leaving him in a losing position. See *Picture Three.*

Similarly, you can find a countermove for every move that he makes. The only move that needs two steps to leave him in a losing position is the following: He takes 1 dime from the bottom line. You also pick up 1 dime. Then no matter what he does, you can place him in one of the five losing positions.

In working this trick, it is suggested that you hold back making the winning move of 2 dimes from the bottom line as long as possible. You needn't make this move for at least the first five games. In fact, do not make it at all until you feel that your opponent is on the brink of doping out your winning formula.

Jumping Dime

USING YOUR LUNG POWER

MATERIALS

A small wine glass
A dime
A quarter

THE SET-UP

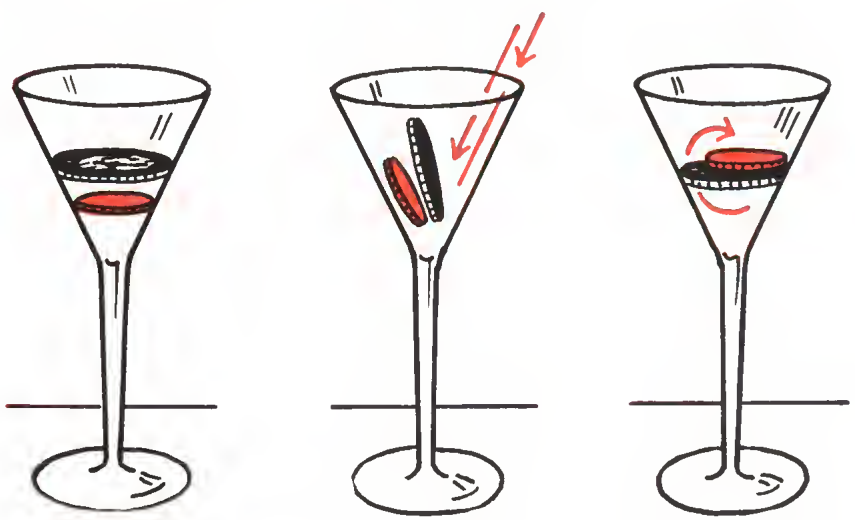
Use a wine glass of the shape shown in the illustrations. Place the dime on the bottom of the glass. Then place a quarter in the glass. See *Picture One.* The quarter will not touch the dime.

THE CHALLENGE

To get the dime on top of the quarter, without touching the glass or either of the coins.

HOW TO DO IT

Blow briskly down the inner side of the glass. The two coins will flip over, as shown in *Picture Two,* leaving the dime on top of the quarter. See *Picture Three.*



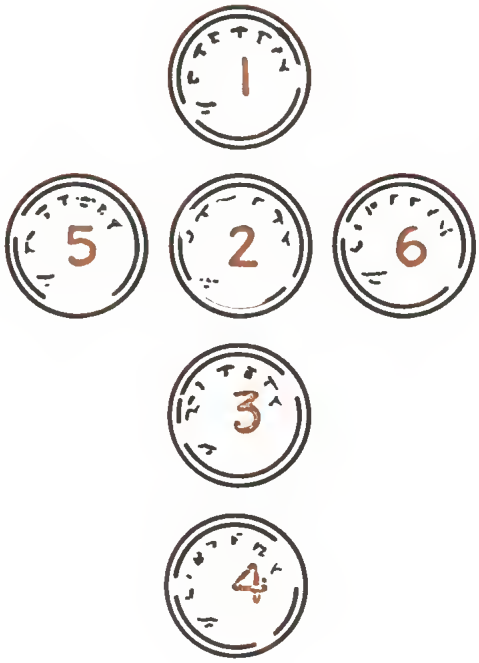
Picture One *Picture Two* *Picture Three*

Tough Row to Hoe

A TRICKY COIN PUZZLE

MATERIALS

6 coins



Picture One

THE SET-UP

Arrange six coins on the table, as shown in *Picture One.*

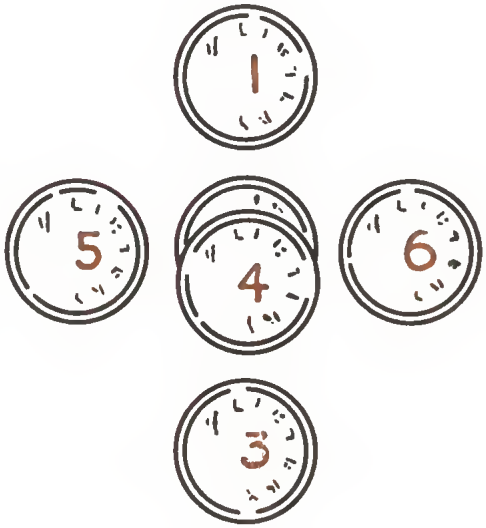
THE CHALLENGE

To arrange these six coins so that they form two straight rows of four coins each.

HOW TO DO IT

This will prove to be a bit of a puzzle.

Take your hat in your hand and prepare to run before you place Coin Four on top of Coin Two. See *Picture Two.*

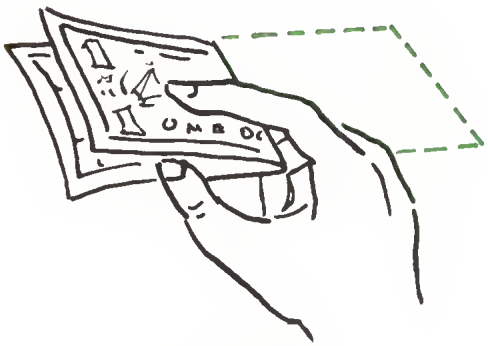


Picture Two

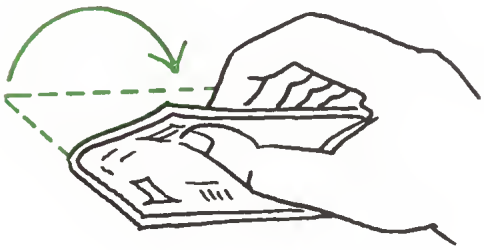
Upside-Down Dollar

A QUICK-FOLDING TRICK

Picture One



Picture Two



Picture Three

MATERIALS

A dollar bill

THE SET-UP

Place a dollar bill on the table with the portrait facing you. See *Picture One.*

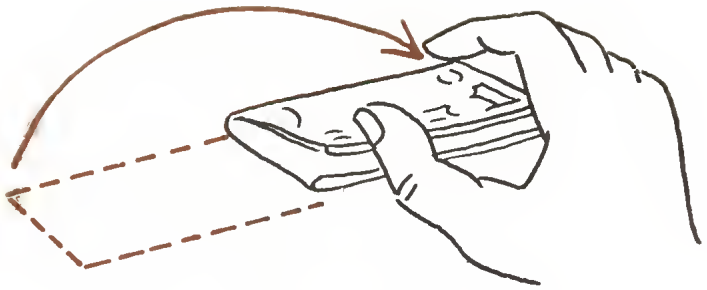
Fold it in half. Do this by lifting the right side and folding it down over the left side, as shown in *Picture Two.*

Now fold the bill once again by taking the top of the bill and folding it downward over the bottom of the bill, as shown in *Picture Three.*

Turn the bill from left to the right, as shown in *Picture Four.*

Unfold the bill by lifting up the bottom, as shown in *Picture Five.*

Then open it flat, and behold! *the portrait is upside*



Picture Four

Picture Five

down. Apparently you haven't moved the bill off the table or turned it around in any way!

THE CHALLENGE

To explain why the bill is now upside down.

HOW TO DO IT

Although the bill has apparently not been turned around, the fact is it *has* been turned around. The turning occurs on the second fold when the top of the bill is folded down. See *Picture Three.* In performing this trick, fold the bill rapidly and perform your motions rapidly so that the onlooker cannot analyze the steps.

Ticklish Nickel

MAKING A COIN BEHAVE

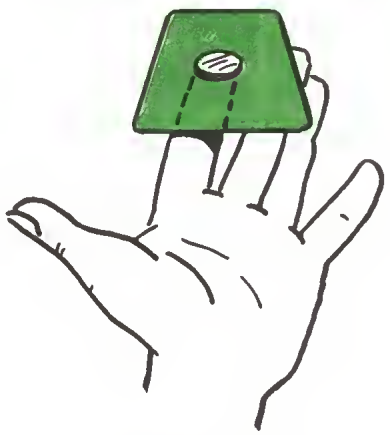
MATERIALS

A calling-card (or a playing card)
A nickel

THE SET-UP

Hold your left hand, palm up, with your fingers slightly separated. Balance a calling-card or playing card on your index finger.

Now place a nickel on top of the card. Place the nickel so that it is directly over the first joint of your finger.



Picture One

The nickel is easily balanced in this way, as shown in *Picture One.*

THE CHALLENGE

To remove the card without touching the nickel, and without causing the nickel to fall.

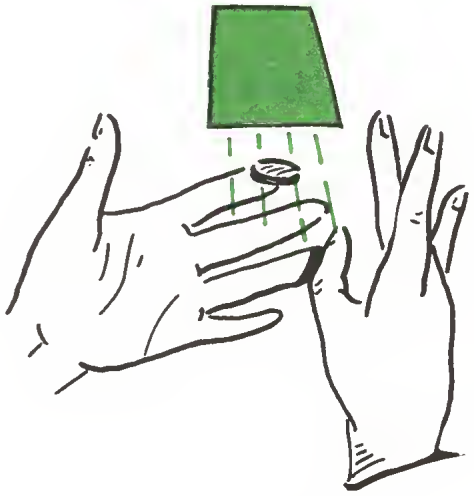
HOW TO DO IT

Using your first finger and thumb, snap smartly against the edge of the card, as shown in *Picture Two.*

Picture Two

Do not strike the underside of the card; by snapping upward, you will only upset the nickel. Be sure to strike the edge of the card squarely and sharply.

The card will fly out, leaving the coin undisturbed on the ball of your finger, as shown in *Picture Three.*



Picture Three

Hidden Money

SEEING UNDER THE TEACUPS

MATERIALS

A teacup, and one coin of each denomination—penny, nickel, dime, and quarter.

THE SET-UP

Tell your friends that you will leave the room while they put one of the coins underneath the cup. When you come back, you will be able to tell them which coin is hidden beneath the cup—and without lifting it!

You will have to have one friend among the group who will help you with this trick. But both of you must make sure that the rest of your friends are not aware of this.

THE CHALLENGE

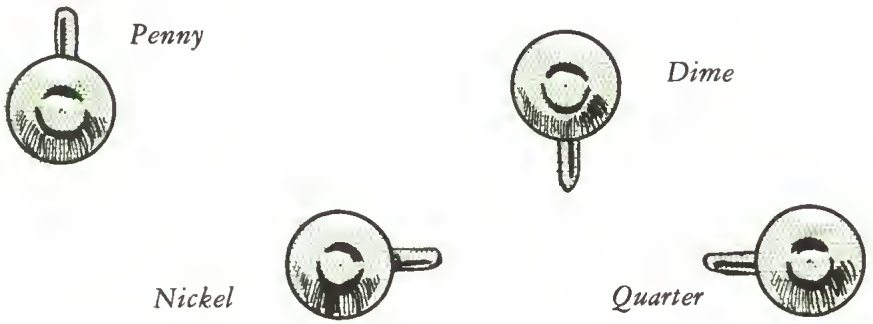
Your friend will be able to tell you which coin has been placed under the cup without saying a word to you—or even making any hand signals that might be noticed.

HOW TO DO IT

The key to this mystifying trick is actually quite simple. You will notice that the handle of the cup can be used as a pointer, like the hand of a clock.

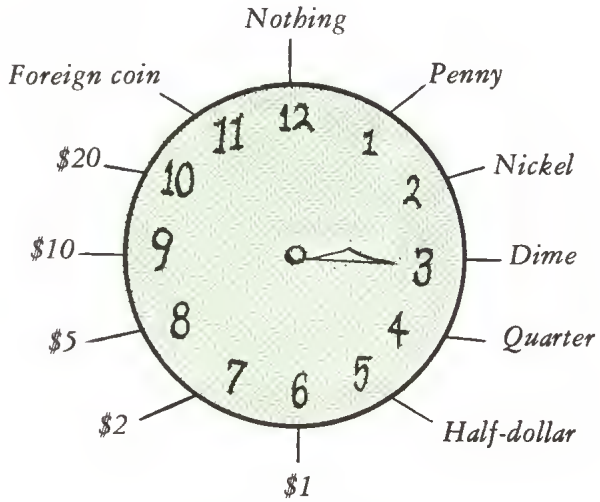
Before performing this trick, you and your friend should agree on the various positions and their meanings. If the handle points directly away from you (at twelve o'clock), it tells you that a penny is hidden beneath the cup. If it points to the right (three o'clock), you will know that

the answer is a nickel. And so on, as shown in the illustration below.



All your friend has to do is to make sure that he points the cup handle in the right direction after the coin has been placed beneath it. He should be able to do this without attracting any attention or arousing anyone's suspicions.

If you want to make the trick even more complicated, you can include many more coins and even paper money. Do this by using all twelve positions of the clock, as shown below, with the cup handle substituted for the hand of the clock.



The Marked Coin

HOT AND COLD IDENTIFICATION

MATERIALS

8 coins

A hat

THE CHALLENGE

To pick a chosen coin, sight unseen, from among seven or eight coins.

THE SET-UP

Someone picks up a coin out of eight in a hat.

Have everyone present secretly examine that particular coin so there can be no question about identifying it. Tell each one to remember the date. This should all be done out of your sight. While your back is turned, the coin is thrown back into the hat.

The hat is then held behind your back and shaken so that the coins are shuffled. You reach back into the hat and behold! you pick out the chosen coin.

HOW TO DO IT

You insisted that everyone look at the coin, examine it, and handle it. This was done merely to *change the temperature of the metal.* It is a simple matter to pick out the warm coin from among the colder metal pieces.

If your fingers are not sufficiently sensitive for you to perform the trick in this manner, there is another method that is absolutely foolproof. After the coins are shuffled in the hat, turn away from your audience and pick up each coin in turn, placing it on your upper lip underneath your nose. You can't miss identifying the warmest coin.

The Magic Q

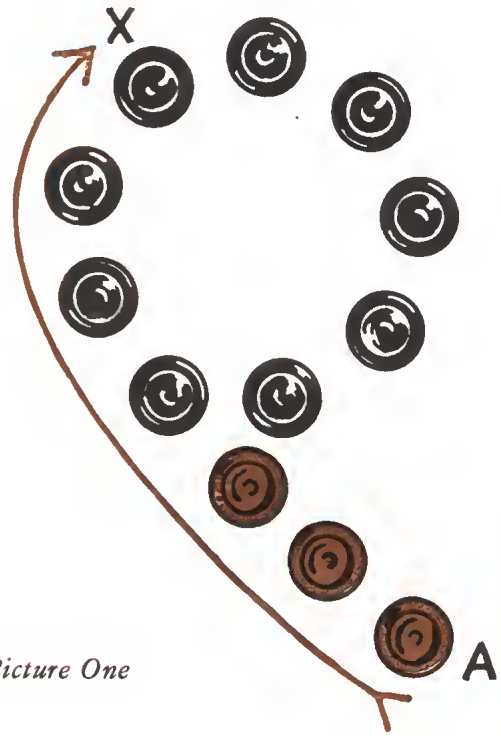
PICK THE RIGHT CHECKER

MATERIALS

About 20 checkers or chips

THE SET-UP

Arrange about 10 black checkers in a circle. Then put a tail of about three or four red checkers at the bottom of the circle to form a letter "Q", as shown in *Picture One.*

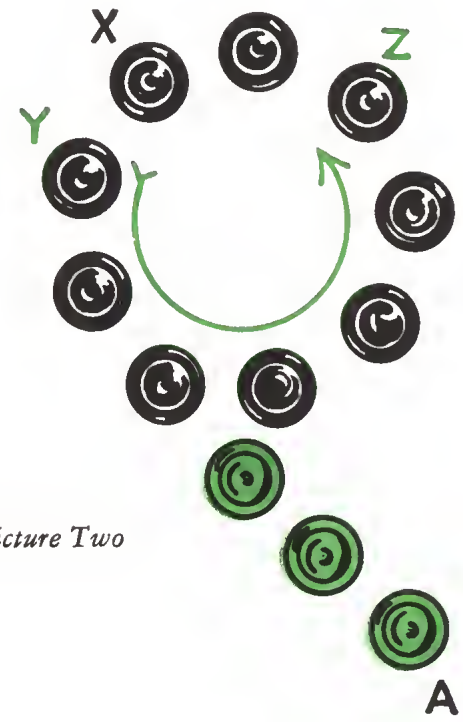


Picture One

Ask your friend to choose a number between five and twelve, but not to disclose it to you. Tell him to start counting from the last red checker on the tail of the "Q", to count upwards from *Point A* and proceed upwards on the left side of the circle. Let's call the black checker he reaches *Point X.*

He then starts counting once again, counting off the number he selected—but this time, he reverses his direction and counts around the circle on the black checkers only, as shown in *Picture Two.* If in his first count he stopped at *Point X,* he would begin his second count with the next checker, *Point Y. Point Y* would count as *ONE.*

Let us suppose he ends up on *Point Z.* Your friend has now counted his number twice, once up from *A* to *X* and once again from *Y* to *Z.* Of course, he does all this mentally.



Picture Two

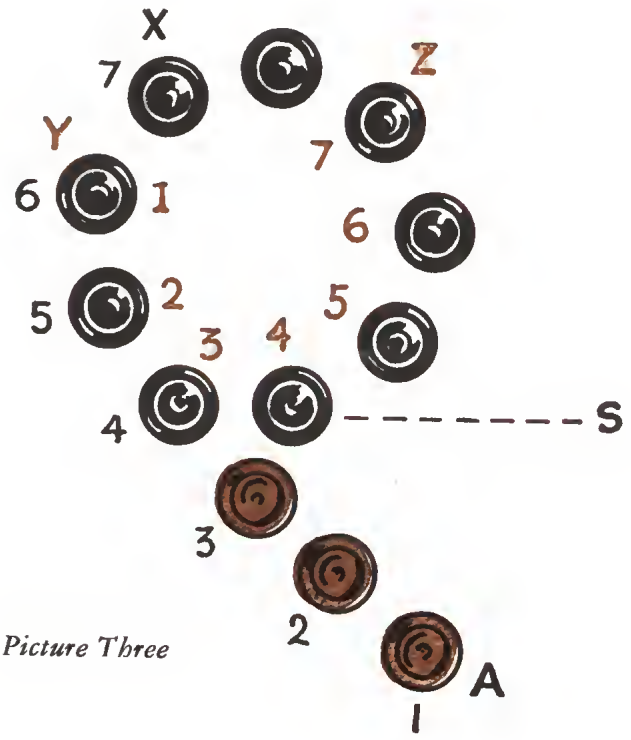
THE CHALLENGE

That you will tell him on what checker his count has ended.

HOW TO DO IT

Simply count the number of red checkers in the tail of

the "Q." Count off the same number of black checkers, beginning from the first one before the tail. Count counter-clockwise, starting from *Checker S* as shown in *Picture Three.*



Picture Three

If there are 4 red checkers in the tail, the answer will be the *5th CHECKER* in the circle. If there are 3 red checkers in the tail, the answer would be the *4th CHECKER* in the circle, *Checker Z* in *Picture Three.*

In demonstrating this trick, it is wise to change the number of checkers in the circle and the number of checkers in the tail on each trial. This will make it much more difficult for your friend to catch on to the trick. If the setup remains constant, the answer will always be the same whereas if the setup is changed, the answer will likewise be different.

The Three Checkers

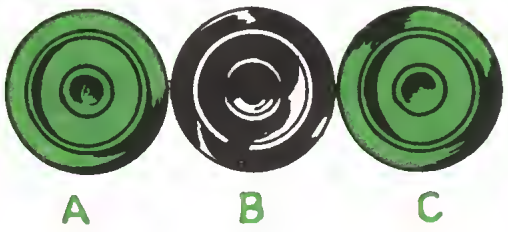
BLACK STAYS PUT

MATERIALS

1 black checker
2 red checkers

THE SET-UP

Lay three checkers in a row so that they touch each other, a black between two reds, as shown in *Picture One.*



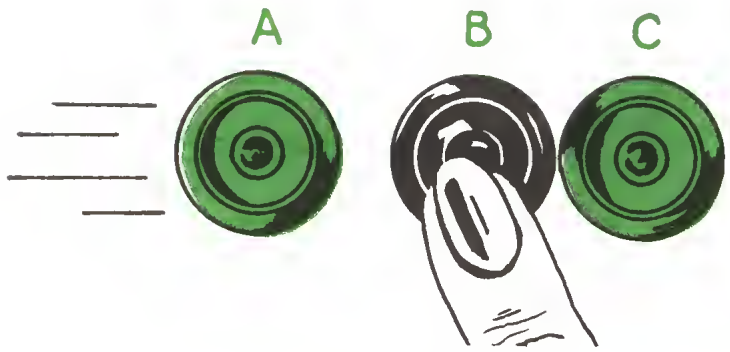
Picture One

THE CHALLENGE

To move Checker *A* so that it lies between Black Checker *B* and Red Checker *C*. However, Red Checker *C* must not be touched and Black checker *B* must not be *moved.*

HOW TO DO IT

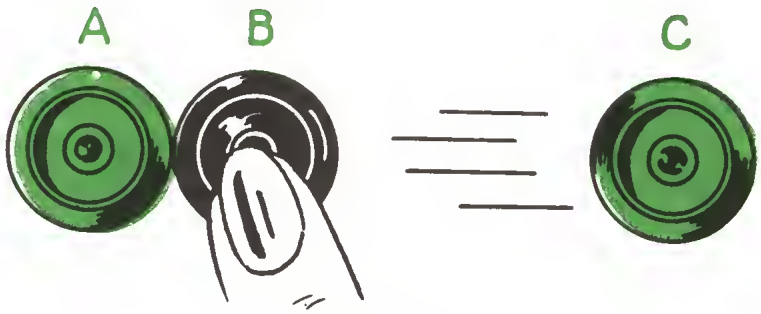
Put your finger on Black Checker *B.* With the other hand, shoot Red Checker *A* against Black Checker *B,* as shown in *Picture Two.* The force of the blow will cause Red Checker *C* to move away, as shown in *Picture Three.*



Picture Two

Black Checker *B* has not moved. This is similar to a croquet shot where the foot is placed on one ball and the second ball is shot away without moving the first.

Red Checker *A* may then be placed between Black Checker *B* and Red Checker *C*, and all conditions will have been fulfilled.



Picture Three

Magic Knockout

REMOVE THE RED CHECKER

MATERIALS

2 red checkers
4 black checkers

THE SET-UP

Place five checkers, one on top of another. The second checker should be red, the others black.

THE CHALLENGE

To remove the red checker from the stack and leave the others as they are. This must be done by touching the pile only with the sixth checker—the other red one.

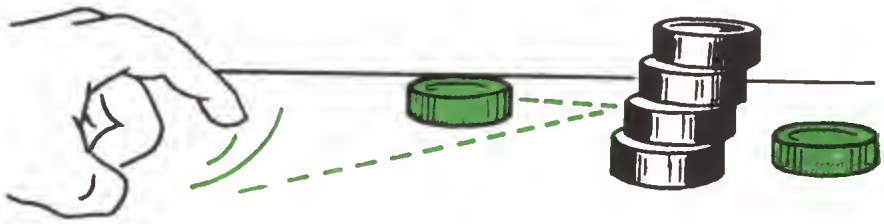
Picture One

HOW TO DO IT

Stand the remaining red checker on its edge. Press down on it with your finger as shown in *Picture One.* Snap it so that it shoots forward against the stack of checkers, as shown in *Picture Two.*

Picture Two

To everybody's amazement, the red checker in the stack will fly out and the rest of the pile will remain standing. This happens because the red checker is just high enough to receive the blow that is shot against the stack.



Picture Three

Before you try this trick on your company, experiment to make sure which checker will be hit and fly out. Sometimes, if the checkers are extraordinarily thin, it may be the third checker.

This trick is very effective if cleanly performed. You are cautioned against snapping the checker with too much force. That will only knock over some of the black checkers in the stack.

Checkerboard Puzzle

USING A MAGIC FORMULA

MATERIALS

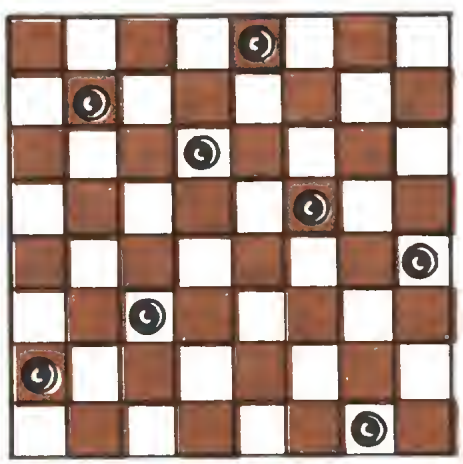
A checkerboard
8 checkers

THE CHALLENGE

To place eight checkers on the board, each checker in a different square, so that no two checkers are in the same horizontal line, no two checkers are in the same vertical line, and no two checkers are in the same diagonal line.

HOW TO DO IT

The illustration shows the solution.



In laying out the checkers, you need only memorize the formula 5, 2, 4, 6, 8, 3, 1, 7. The first number *5* stands for the fifth square in the top line; the *2* stands for the second square on the next line, etc.

Check Up!

THE RED AND THE BLACK

MATERIALS

4 black checkers
4 red checkers

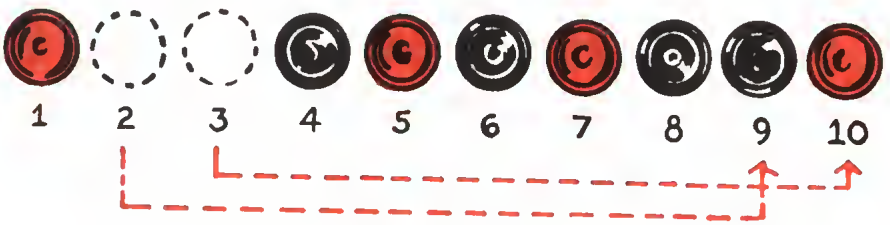
THE SET-UP

Place eight checkers in a row, alternating red and black.

Picture One

THE CHALLENGE

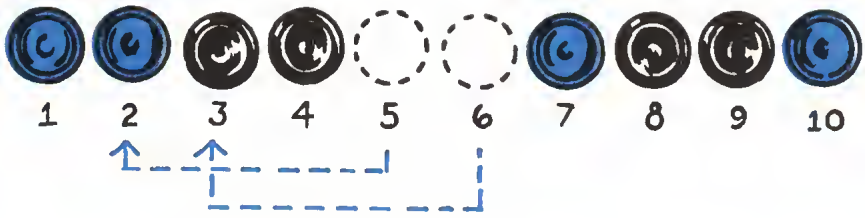
To arrange the checkers so that all the red checkers are together and all the blacks are together—by moving two checkers at a time, and making exactly four moves. There must be no spaces left in between the eight checkers.



Picture Two

HOW TO DO IT

Imagine that there are ten checkers, not eight. Number the eight checkers from *1* to *8* and leave spaces on the table for the imaginary two checkers—Checker 9 and Checker 10, as shown in *Picture One.*



Picture Three

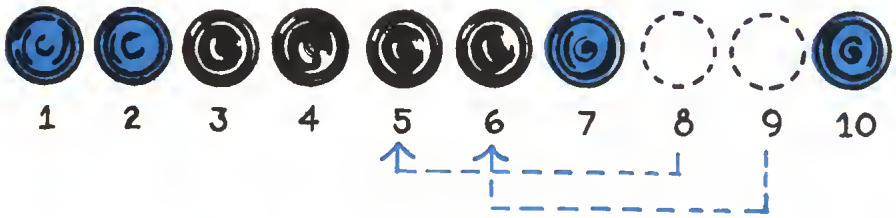
Now make the following moves:

(a) Checkers 2 and 3 to Spaces 9 and 10.
See *Picture Two.*

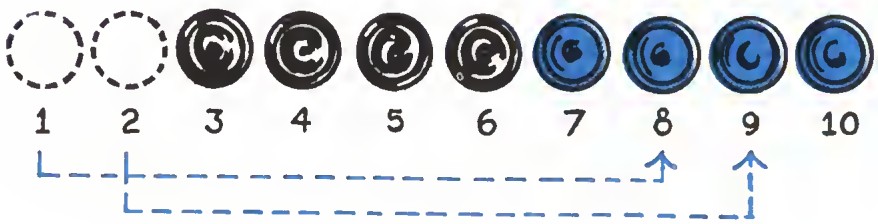
(b) Checkers 5 and 6 to Spaces 2 and 3.
See *Picture Three.*

(c) Checkers 8 and 9 to Spaces 5 and 6.
See *Picture Four.*

(d) Checkers 1 and 2 to Spaces 8 and 9.
See *Picture Five.*



Picture Four



Picture Five

You will then have all the red checkers together and all the black checkers together, thus solving the puzzle.

The Last Checker

A SURE KEY TO VICTORY

MATERIALS

20 checkers

THE SET-UP

Lay 20 checkers out on the table in a single row.

THE CHALLENGE

That, given alternate turns, you can force your opponent to pick up the last checker. The rules are that on any one turn, each contestant may pick up either one checker, or two checkers, or three checkers as he chooses.

HOW TO DO IT

If you go first, pick up three checkers and leave your opponent with 17. No matter what he then picks up, you can manage to leave him with 13, then 9, then 5. At this point, he must lose.

If he picks up one checker, you pick up three, leaving him with the last one. See *Picture One.*

Picture One

If he picks up two checkers, you pick up two checkers. See *Picture Two.*

Picture Two

If he picks up three checkers, you pick up one.

Picture Three

In these illustrations, the black checkers indicate his move, and the red checkers your move.

You can always win this game if you go first. If your opponent goes first, you may still win if he hasn't caught on to the formula, and you can manage to leave him at any point with either 17, 13, 9 or 5 checkers.

Concentration

CLAIRVOYANCE WITH CARDS

MATERIALS

A deck of playing cards

THE SET-UP

Take 8 cards from the deck as follows: *Ace, 2, 3, 4, 5, 6, 7, 8.* Tell the company that one of your friends is gifted with clairvoyance. Your confederate goes out of the room. While he is gone, the audience picks a card and places it in an envelope. Your friend is called back and handed the envelope. He feels it and announces that it is a *Six.* That's right! When he repeats this performance again and again, it passes from a guess to a top-notch trick.

THE CHALLENGE

To explain how the trick is performed.

HOW TO DO IT

You an your confederate assign a number to each of the guests. Let us say that there are 8 in the audience. They may be designated as follows: *Joe*—1; *Sam*—2; *Ike*—3; *Martin*—4; *Pete*—5; *Manny*—6; *Dick*—7; *Tony*—8. You both have to memorize these numbers. If the *Three of Spades* is chosen, you put it into the envelope and hand it to *Ike* who is Number 3. If the *Five of Diamonds* is chosen, you hand it to *Pete* who is Number 5. Your confederate knows the number of the card depending on who hands him the envelope.

Mind Reading

A BAFFLING CARD TRICK

MATERIALS

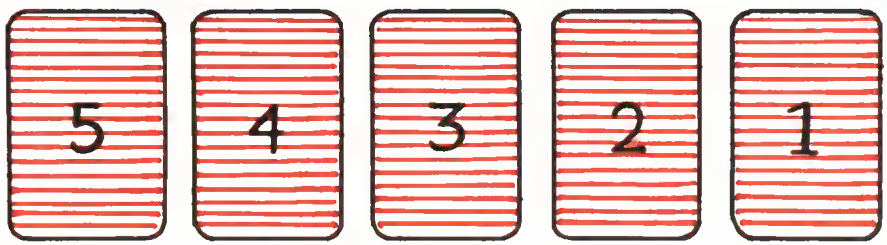
A deck of cards

THE CHALLENGE

To pick one chosen card out of a group of five cards.

THE SET-UP

Request your audience to pick any 5 cards out of the deck and to place them face downward on the table, side by side, as shown in *Picture One.*

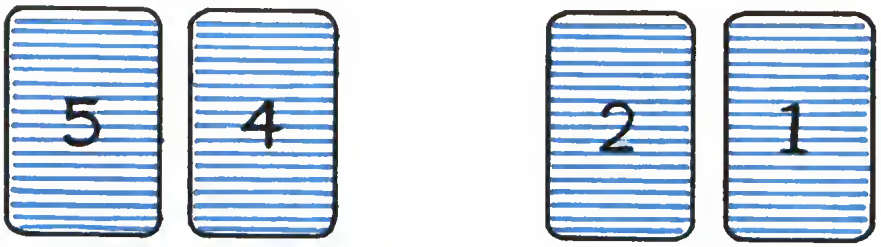


Picture One

You advise that you are going to leave the room. You ask the guests to lift one card and *only* one card, to peek at it, and make a mental note of what it is—but not to disturb its position on the table.

When you are recalled, you study the cards with a show of deep reflection. After a few seconds, using any kind of hocus-pocus you wish to invent, you pick them up in *the order in which they lie,* placing one card on top of the other, starting from the right. You do not look at the cards, but merely put them into your pocket.

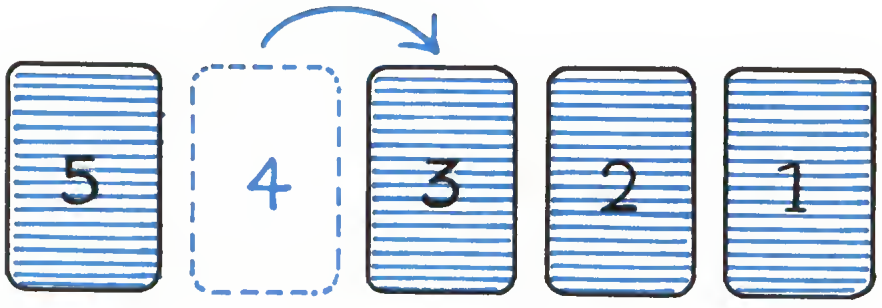
In a second or two, you take *four* cards out of your pocket. You lay them down on the table where the other five cards were before. You place the cards face down and in the same position as they were originally —except that you leave space for *Card 3*. See *Picture Two.*



Picture Two

You then ask, "Was it the middle, missing card you picked?" If the answer is "Yes", you produce it immediately, extracting it from your pocket, and exhibiting it to the startled guests.

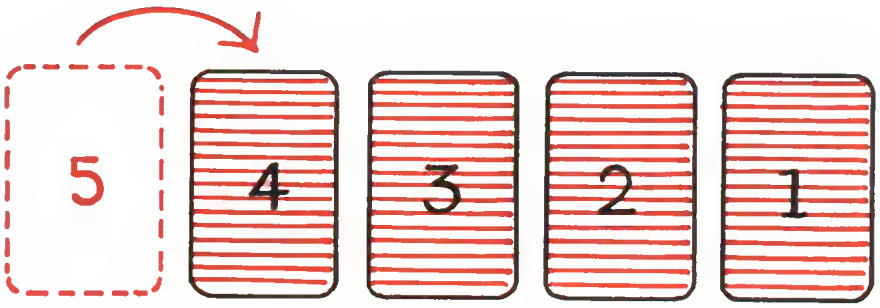
If the answer is "No", you move *Card 4* over to where *Card 3* originally was. This now leaves blank the space originally occupied by *Card 4*. See *Picture Three.*



Picture Three

You now ask whether the chosen card occupied the space now blank. If the answer is in the affirmative, you immediately produce the card in question.

If in the negative, you now move *Card 5* over to occupy the blank space. Then point to the end of the line of cards, indicating the place where *Card 5* should be, and ask if the *last* card in the line was chosen. See *Picture Four.*



Picture Four

If so, you produce it. If not, you continue to re-position the cards, until you have determined the position of the card that was picked.

As soon as you are told *where* the card was, you produce it.

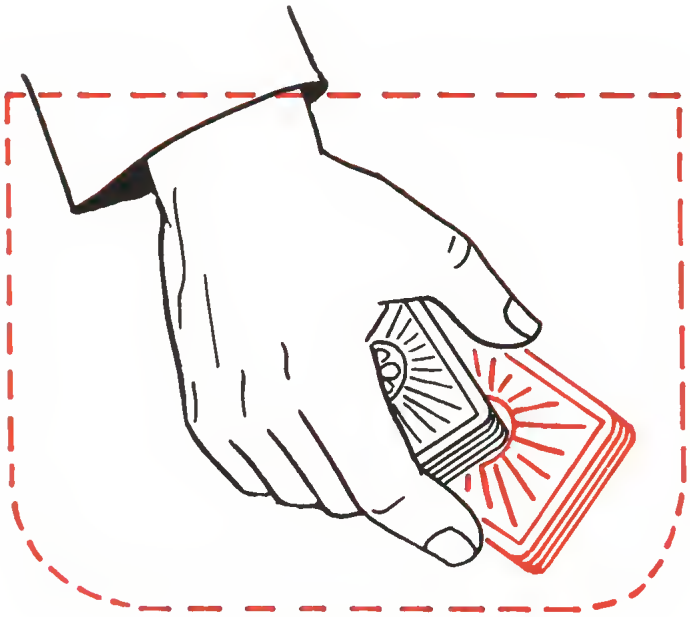
You continue to perform this miracle of mind-reading again and again, to the utter bewilderment of your guests who hopelessly try to fathom the mystery.

Mathematically, your chances of being right are just *one out of five,* but somehow, you hit the bull's eye *every single time.*

HOW TO DO IT

This is one of the simplest and most baffling card tricks ever created, and can be performed by anyone—with literally no practice! It never fails to create a sensation! The trick is performed as follows: Before commencing

the trick, you plant *four other cards* in your pocket—four other cards from the same deck. When you pick up the five cards on the table, you place them in the same pocket, keeping them separate with your fingers from the four strangers. *Picture Five* shows the four planted cards as red cards.



Picture Five

Extract the four dummy cards from your pocket and place them on the table. You leave the five other cards in your pocket. After your questions have elicited information as to the *position* of the chosen card, it's a simple matter for you to pull out that particular card from among the five in your pocket.

For example: Suppose the guests chose *Card 1*. That, of course, would be the top card. Suppose the guests chose *Card 3*. You count off the top two cards in your pocket, pick out *Card 3* and say, "I knew it all the time."

NAME ANY CARD

MATERIALS

A deck of cards
A pencil

THE CHALLENGE

You will name any card chosen from the deck.

THE SET-UP

Take a deck of cards and spread it out fanwise on the table. Request someone to pick any card out of the deck and slide it forward on to the table in front of the pack. Have two or three people lift the card and identify it. Now ask that the card be slid back somewhere into the deck.

You pick up the pack, turn around for a moment to look at the cards, and then hand the chosen card to your bewildered audience.

HOW TO DO IT

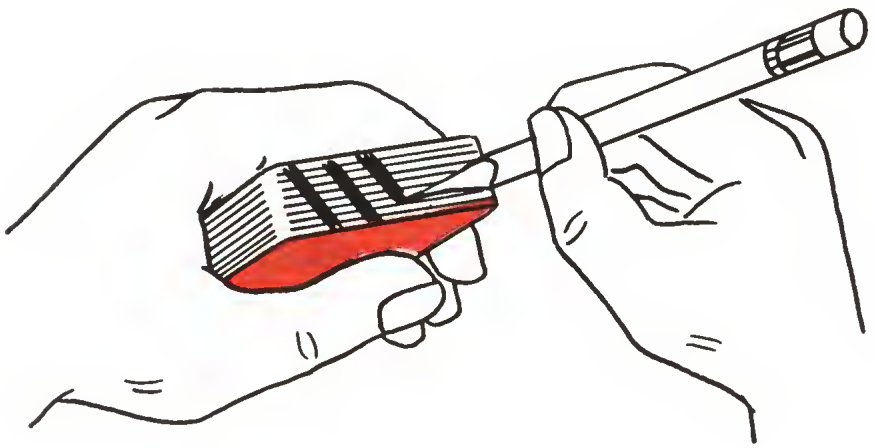
Square up a deck of cards. Take a pencil and run three or four lines down one side of the pack, as shown in the illustration.

When you fan out the cards on the table, none of these lines will be visible.

You ask your audience to *slide* the card out of the pack so that its position may not be changed. You don't want

the card turned around. When they are looking at the card, fold the rest of the deck together. Now, while talking to your audience, merely switch the deck around, placing the opposite side toward yourself.

When the chosen card is slid back into the pack, the front of the card will be marked and the back of it un-



marked. When you pick up the deck and look at it, you will find a white break in the lines on one side of the deck and some dots appearing on the other side of the deck. These clues will reveal the chosen card.

Spelling Bee

A SURE-FIRE BRAIN TEASER

MATERIALS

13 cards as follows: *Ace, Two, Three, Four, Five, Six, Seven, Eight, Nine, Ten, Jack, Queen, King.*

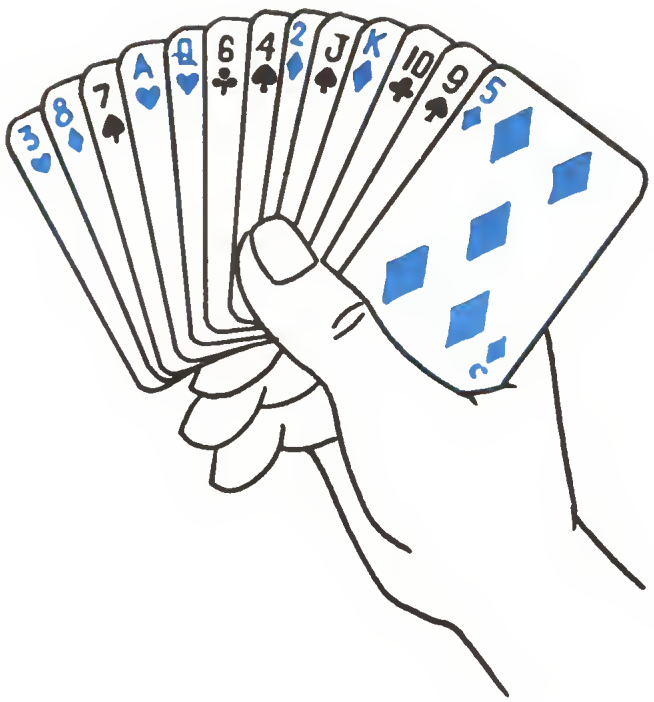
THE SET-UP

For some reason or another, nothing seems more fascinating in a card trick than spelling out cards and turning up the card that was spelled. This trick is one of the simplest of this variety of card tricks and is exceptionally easy to perform. Despite its simplicity, it will afford lots of fun, and what's more, it will keep your friends busy for quite a while trying to figure out how to duplicate the feat. Here's how you present it.

Take 13 cards, from the *Ace* through the *King,* as listed above. Hold them in your hand, face downward. Tell your audience that you are going to produce particular cards out of the pile you hold—by spelling for them!

You call out *A* and remove the top card on the pile you hold, and *place it under the pack.* Then you call *C,* and take the next card and place it under the pack. You then call *E,* and do the same with the third card . . . You face up the fourth card and behold it's the *Ace!* You take the *Ace* and hand it to your audience, thus removing it from your pack.

You then continue, spelling out *T W O*—and the following card is the *Deuce.* You hand over the *Deuce* to your bewildered audience. Now you remove five cards to



spell out *T H R E E.* The next card you turn up is the *Trey.* In this way, you spell out the entire pack you hold, ranging from *Ace* to *King.*

THE CHALLENGE

To arrange thirteen cards in the spelling-out sequence.

HOW TO DO IT

Arrange the cards as follows: *Three, Eight, Seven, Ace, Queen, Six, Four, Two, Jack, King, Ten, Nine, Five.* See the illustration.

That's all there is to it!

The Heart-Breaker

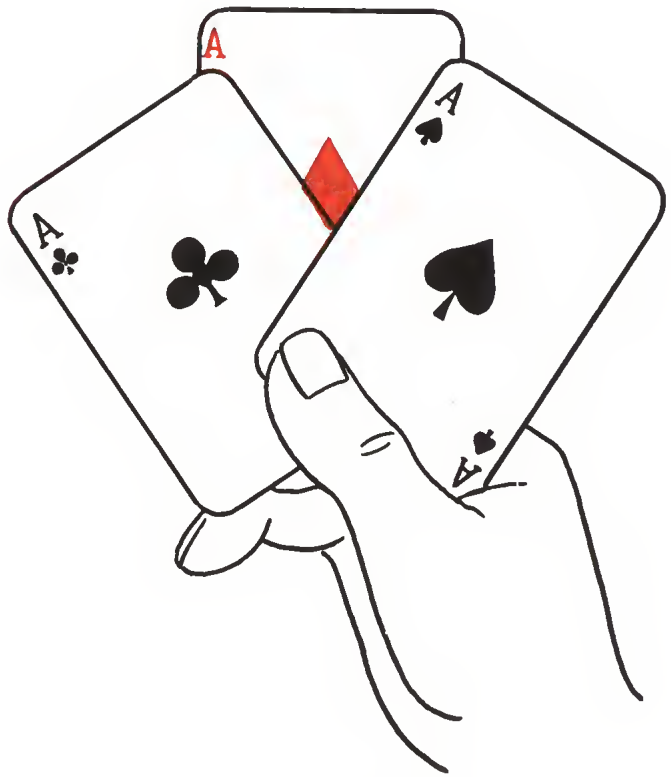
MAKING AN ACE DISAPPEAR

MATERIALS

A deck of cards

THE SET-UP

Hold up 3 *Aces* in your right hand so that your audience sees the *Ace* of *Clubs,* the *Ace* of *Diamonds* and the *Ace* of *Spades.* This is as shown in *Picture One.*



Picture One

Now take the 3 *Aces* and place them on the table. Ask

some one to take the top *Ace* and slide it somewhere in the pack; then to take the second *Ace* and slide that card into the pack; and then to take the third *Ace* and slide it too, into the pack. Since your friend has handled the three cards all by himself, there shouldn't be any doubt at all that they are now in the deck.

You now invite the audience to examine the deck, and to locate the *Ace* of *Diamonds*. Imagine the surprise that follows when it is found that the card is missing.

Perhaps the *Ace* of *Diamonds* is in your friend's pocket. You suggest that he take a look and see. Sure enough, that's where it is!

THE CHALLENGE

To explain and perform the trick.

HOW TO DO IT

Remove the *Ace* of *Diamonds* from the deck. Hold the *Ace* of *Hearts* in back of the *Ace* of *Clubs* and the *Ace* of *Spades*. Place the two black *Aces* over the red *Ace* in such a way so that only part of the *Heart* is visible, as shown in *Picture Two*.

The *Ace* of *Hearts* covered by the two other cards can be made to look like the *Ace* of *Diamonds*. This appearance is fascinatingly deceptive and will fool every one. All you have to do is slide the three cards together in your hand, and lay them down, one by one, face down on the table.

Picture Two

When you place the three *Aces* on the table, you must make sure that your audience doesn't lift them. Have the company merely slide the three *Aces* into the deck. While your friend is looking in the deck for the *Diamond Ace,* you step behind him and slip that card into his pocket.

Seven Up

PICKING THE RIGHT PILE

MATERIALS

A deck of cards

THE SET-UP

This is one of those tricks that needs some psychological hoop-la. Tell your friend that you can, by thought transference, influence his choice. Place two small piles of cards on a table. Your friend is going to select one of the piles.

THE CHALLENGE

You will tell in advance which one of the two piles on the table will be picked up.

HOW TO DO IT

Before a selection is made, hand your friend a folded paper and tell him not to look at it. After he picks up one of the piles, have him look at the paper. You have written *"You will pick the 7 pile."*

One pile contains 4 *Sevens.* If your friend selects this pile, then you are obviously right. The second pile contains 7 other cards. If your friend picks this, you are right again. All you need say is *"Well, count them, there are 7 cards, aren't there?"*

Shuffle the other stack into the deck while he is reading the paper. Then if he examines the deck, he will find the missing cards—but not 4 *Sevens* stacked together, as that would be a dead give-away.

Three-Pile Card Trick

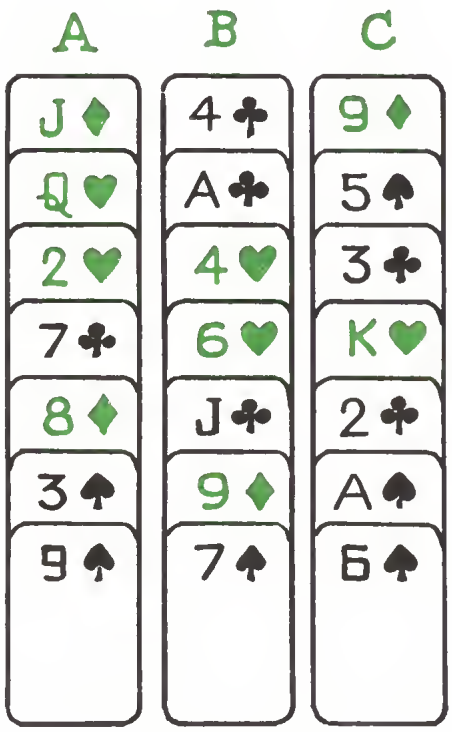
A STUNNING SURPRISE

MATERIALS

21 cards

THE SET-UP

Lay out 3 columns of 7 cards as shown in *Picture One.*



Picture One

Ask your friend to mentally select a card on the table. He is not to indicate what card he has chosen, except to tell you what row the card is in. You now pick up the three rows of cards, placing one row behind another to form a pack.

Once more, you deal out 3 rows of 7 cards each. Your friend again indicates what row his card is in. You pick up the cards once again.

And now, once again and for the last time, you deal out three rows of 7 cards, and your friend again indicates in what row his card is.

Pick up the rows and stack them one on another. Now you turn one card at a time, facing them upon the table, and when you come to the selected card, you immediately identify it.

THE CHALLENGE

To explain and do the trick.

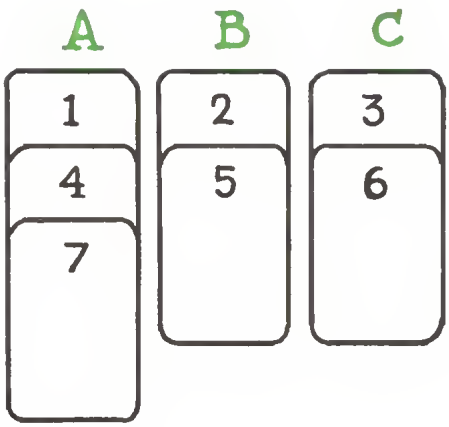
HOW TO DO IT

This trick is automatic. It presents no difficulty whatsoever and works every time.

Let's say your friend has mentally selected the *Ace of Spades* from the three rows on the table in the original setup. He tells you what row it is in. You pick up the rows and fold the cards together, but you make sure that the cards of the row he indicates are placed between the other two rows of cards. Since the *Ace of Spades* was selected, and *Row C* was designated, you would place *Row C* between *Row A* and *Row B.* As the trick proceeds, you always place the selected row in between the other two.

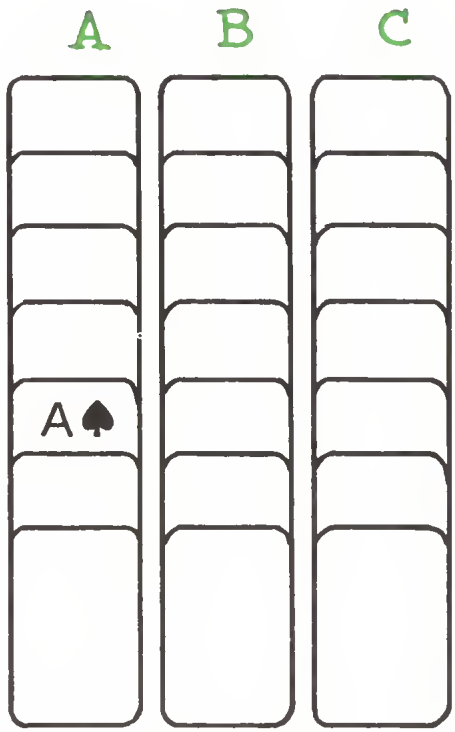
In picking up the cards, be sure that the top card remains on top of the row—do not change the order.

For example, in *Row A,* see that the *Jack of Diamonds* is on top of the little pile you make and that the *Nine of Spades* is at the bottom.



Picture Two

When you lay out the cards for a second time, do not lay them out as 7 cards in a straight row down. Instead, lay out 3 cards at a time, going from left to right. *Picture Two* indicates how the board will look after you have



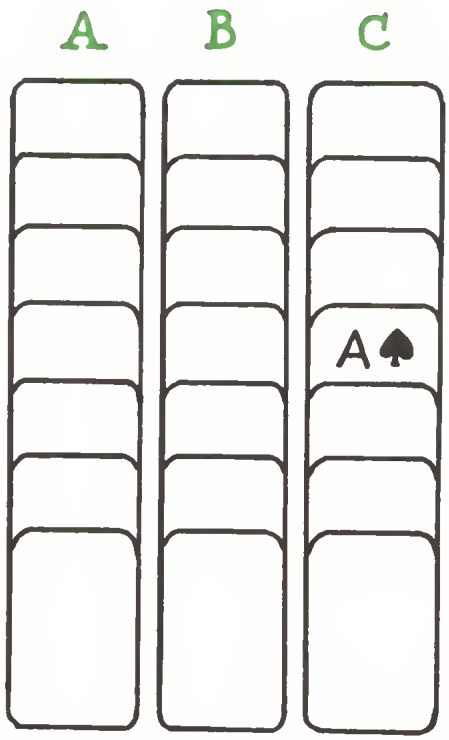
Picture Three

laid out 7 of the 21 cards.

On the second layout, the *Ace of Spades* will be in *Column A.* See *Picture Three.*

On the third layout, the *Ace of Spades* will be in *Column C.* See *Picture Four.*

After you have gone through the 3-column layout three times, no matter what card was selected, it will automatically become the eleventh card in the stack you hold. When you face up the cards, you count them to yourself and when you come to the eleventh card, you make a mental note of the card. For greater effect, you may keep on facing up more cards. Your audience, believing that you have passed the selected card, is altogether sure that you are completely off the track. The surprise is all the more stunning when you dig into the pile of faced-up cards and pick out the chosen one.



Picture Four

The Magic Formula

STACKING THE DECK

MATERIALS

A deck of cards

THE SET-UP

Lay a pack of cards on the table. Have one of the guests remove a number of cards from the top of the deck. The cards are to be all kept together in a clean-cut heap.

Now, you remove a heap of cards from the top of the deck.

Ask your friend to count the number of cards in his stack. When he has finished counting, you say, "I have three more cards in my pile than you have in yours; and what's more, I have enough cards left over to give you a total of 16 cards." Having said which, you ask him how many cards he has. Let's say he answers "Nine."

You then proceed to count off nine cards from your pile and you say, "Well, there's the nine that you have. Now, I said I had three more." You then count off three more cards and say, "Here are the three extra."

Now you take all the cards that you have left. You lay them on his pile and you shuffle them once saying, "Here you are—now count them." Your friend counts his stack; and to his complete amazement, it contains—just as you predicted—16 cards!

HOW TO DO IT

You can perform this astonishing feat no matter how many cards your friend takes; and the beauty of this absurdly easy trick is that the longer you perform it, the more baffling it becomes.

The only thing you must be cautioned about is to see that there are at least five more cards in the pile you take than there are in his. If your friend should take the greater part of the deck, insist that he take a smaller portion. Turn to him and say, "Why make it so hard? I can't count quite so many. Take a few less."

While your friend is counting his stack, you of course, are also counting yours. Let's suppose you find 23 cards in your stack. You can then address him with any of the following statements:

(a) "I have one more card than you have and enough left over to give you a total of 22."

(b) "I have two more cards than you have and I will have enough cards left over to give you a total of 21."

(c) "I hold three more cards than you do and I will have enough cards left over to make your stack equal 20."

In any of these three formulas, the total equals 23 or the number of cards you hold. In other words, you can break down the number of cards you hold into any two figures you choose, provided that one of them is at least equal to a few more cards than you believe your friend has picked.

Now let us say you have asked your friend for his count and he says he has 9. You said you held three more than he does and enough to make his count 20. You then count off 9 cards out of your 23. That leaves you with 14. You then count off three more . . . the three more than he has . . . and that leaves you with 11. You then take your 11 and add it to his 9 and that makes his stack 20 just as you said it would.

Suppose you said, "I have 1 more than you do and enough left over to give you 22. In that case, you would still count off 9 to equal his stack and 1 extra, disposing of 10 cards and leaving a balance of 13. Putting your 13 with his 9 would still give him 22. The trick is automatic; it just can't miss!

And for a very simple reason. Basically, you're making a play on words. For actually, whether you put your remaining cards on the 9 of his pile or you put your remaining cards on the 9 you've counted off from your own stack, the result will be the same.

What's the reason for shuffling the cards when you lay the balance of your pack on his stack? Only to add psychological confusion. The maneuvre of shuffling indicates that you're trying to hide the order of the cards; that implies that your solution depends on the exact cards you hold.

Photographic Mind

AN AUTOMATIC SOLUTION

MATERIALS

A deck of cards

THE SET-UP

Place ten cards on the table, facing them down. Ask the company not to turn them face up at any time. Insist upon this.

Tell your audience that while you are out of the room, they may move as many cards as they wish—provided that cards are moved one at a time from the extreme left end of the row and replaced at the extreme right end of the row. At least one card must be moved. However, no more than nine cards may be moved. *At no time may a card be faced up!*

If your guests follow these instructions sportingly and stick to the rules by refraining from peeking, they will treat themselves to the fun of a really splendid card trick. Of course, the whole row of cards may be shifted as a unit back to its original position on the table.

THE CHALLENGE

Upon returning to the room, you will lift up one card from among the ten you have placed on the table. The number on the card you face up will be exactly the same as the number of cards that have been moved. You offer to do this repeatedly—*without examining or rearranging the cards!*

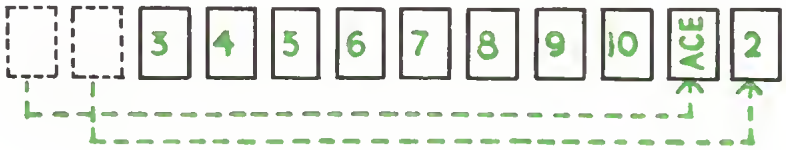
HOW TO DO IT

You place ten cards on the table, as follows: *Ace, Two, Three, Four, Five, Six, Seven, Eight, Nine, Ten,* as shown in *Picture One.*

Picture One

You leave the room. When you return, you face up the last card in the row at the right end. If it's a *Four,* then four cards have been removed. If it's a *Six,* then six cards have been moved. This part is easy!

Now let us suppose that your guests have moved two cards. When you turn up the *Two,* you will know that the first card in the line, (the first card at the left) is a *Three.* See *Picture Two.*



Picture Two

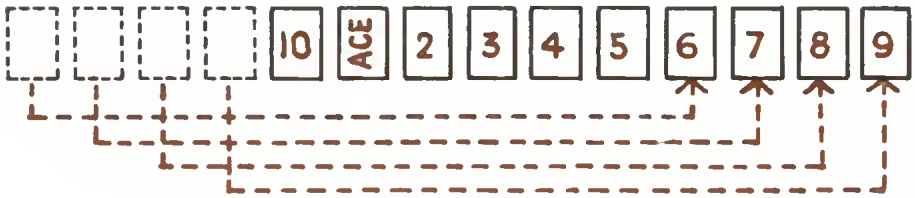
This is automatic. This *First Card* is your key card. You must always figure out just what the *First Card* is.

Now you leave the room again. When you return, all you need do is count back three cards from the right-hand end of the row. The card you turn up will show on its face exactly how many cards have been moved.

Picture Three

Take another example: Suppose when you leave the room, the cards are positioned as shown in *Picture Three.* You know that the card at the extreme left end is a *Six.*

When you are out of the room, your guests move four cards. See *Picture Four.*



Picture Four

They transpose the *Six, Seven, Eight* and *Nine* to the left. Your key card was the *Six* and so you can back SIX cards from the right-hand side, and you automatically turn up the *Four!*

Queens and Aces

ALTERNATING PLAYING CARDS

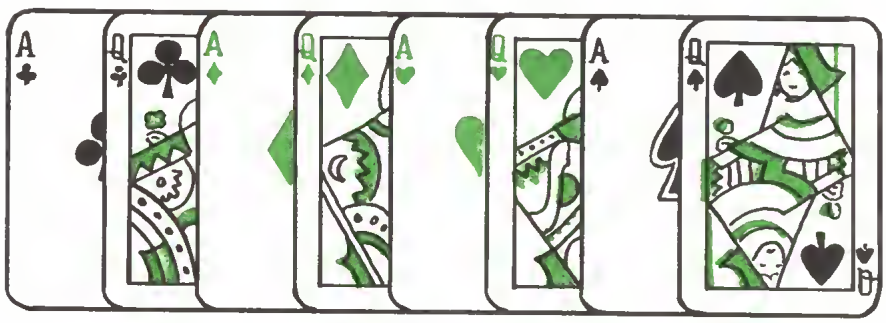
MATERIALS

8 playing cards; 4 *Aces* (one of each suit) and 4 *Queens* (one of each suit).

THE SET-UP

Take 4 *Aces* and 4 *Queens* and show them to your audience. Pick up the cards and arrange them in your hand.

Now hold the small 8-card pack, face downward, and proceed as follows: Remove the top card on the pile and place it under the pack. Then face up the next card. It's the *Ace* of *Clubs*. Remove the next card from the top of your stack and place it under the deck. Then face up the next card on the table. It's the *Queen* of Clubs.



Picture One

Keep on in this manner and you will place on the table the following arrangement: *Ace* of Clubs, *Queen* of Clubs, *Ace* of Diamonds, *Queen* of Diamonds, *Ace* of Hearts, *Queen* of Hearts, *Ace* of Spades, *Queen* of Spades, as shown in *Picture One.*

THE CHALLENGE

To arrange the eight cards and deal them as described, so that the cards show up as illustrated in *Picture One.*

Picture Two

HOW TO DO IT

Arrange the eight cards in your hand, as shown in *Picture Two.*

Hocus-Pocus

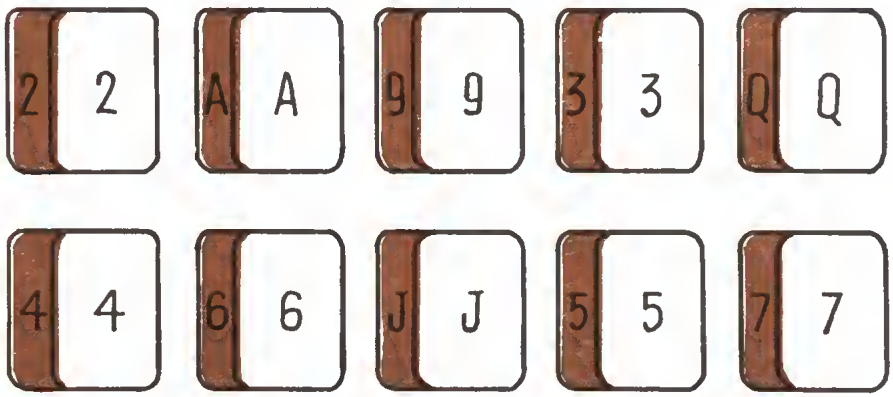
MENTAL MARVEL AT WORK

MATERIALS

A deck of cards

THE SET-UP

Remove 20 cards from the deck so that you have 10 pairs of cards. Place them on the table as shown in *Picture One.*



Picture One

Ask your friend to mentally select any one of these pairs without disclosing the cards to you.

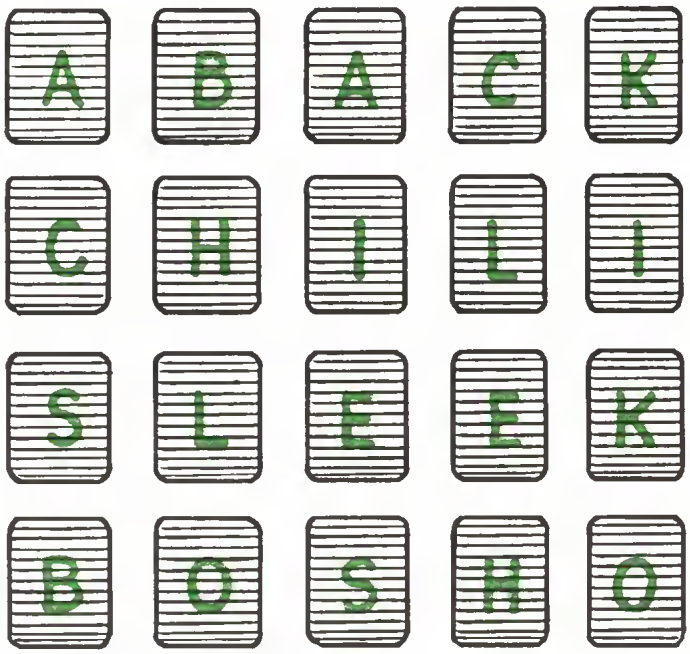
THE CHALLENGE

That you will tell what pair was chosen.

HOW TO DO IT

Pick up the cards in pairs. The order in which you pick them up is of no consequence, provided each card and its mate follows in sequence.

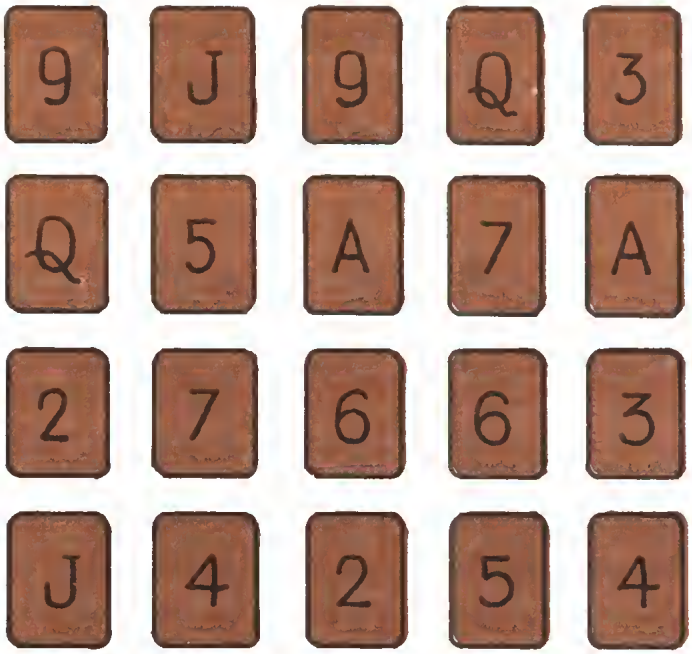
Replace the cards on the table in four rows of five cards each. In setting the cards down, you follow a definite formula following the imaginary words, shown in *Picture Two.*



Picture Two

In order to perform this trick well, you must learn these words by heart. Make believe the 20 spaces shown in *Picture Two* are printed on the table. Lay out the cards in these spaces in the following manner: Let's say the first card is a *Nine.* Put it on the first *A* in the word *ABACK.* The second *Nine* is placed on the second *A* in the word *ABACK.* The third card, a *Jack,* is placed on the *B* of *ABACK,* and the fourth card, also a *Jack,* is placed on the *B* of *BOSHO.*

As you see, each pair of cards is placed on a pair of letters. If you follow through in this way, your cards will be laid out as shown in *Picture Three.*



Picture Three

When the 20 cards are on the table, you ask your friend in which line or lines his cards appear. Let us say, he answers Line 2 and Line 3. You know that the only pair in the second and third line is the *L* in *CHILI* and the *L* in *SLEEK*. Therefore, the answer is the pair of *Sevens*.

In picking up the original setup, you may pick up the cards in any order, provided you keep the pairs together. Likewise, in laying the cards down on your imaginary diagram, you can lay down pairs anywhere you please, provided that the pair of cards corresponds with a pair of letters.

One for the Books

MYSTERIOUS CARD SPREADS

MATERIALS

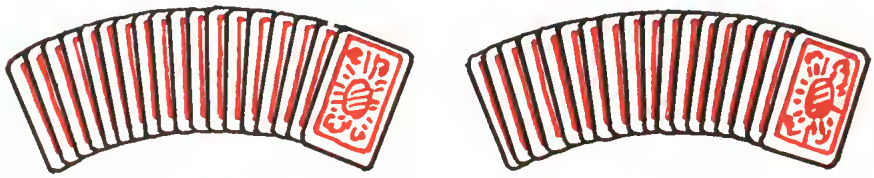
A deck of cards

THE CHALLENGE

That you will allow your audience to pick two cards out of the deck and that you, without seeing the cards, will reveal just what they were.

THE SET-UP

You divide a deck of cards into two parts. Shuffle each part well in full view of your audience. You spread both parts on the table fanwise, face down as shown in *Picture One.*



Picture One

Have someone pick out a card from the first spread. Now ask someone else to pick a card from the second spread.

Place the first group of fanned cards in a neatly squared pile. Similarly, place the second group of cards in a neat pile. Insist that the cards which have been selected be shown to a few other people, so that there be no question as to what they are.

Then ask the first person to replace his card somewhere in the half-deck. Ask the second person to return his card somewhere in the other half.

Then place the first part of the deck on the second part. Give the complete deck to someone in the audience and ask him to cut the cards.

You then look at the cards for a second or two, and presto! you whip the selected cards onto the table.

HOW TO DO IT

When you present the deck to your audience, you have already divided the cards into two stacks. The first stack consists of only *Hearts* and *Diamonds.* The other half of the deck consists of *Clubs* and *Spades.*

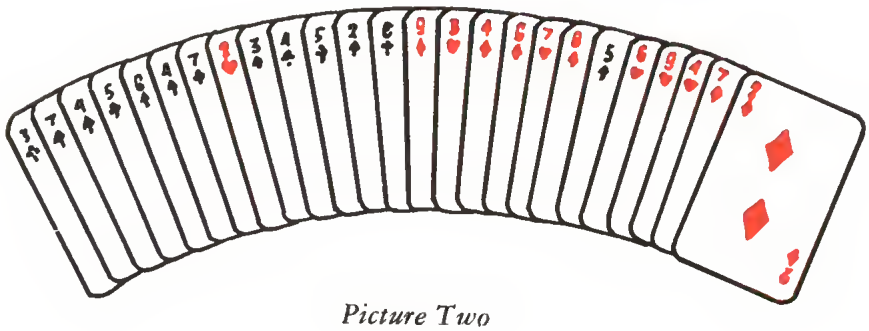
Now, let's say that you spread the black part first. You fan the cards face downward on the table; and, of course, no one knows that all the cards are black. A black card *MUST* be chosen.

Similarly, someone is bound to pick a *RED* card out of the red spread.

While the cards are being examined, everybody momentarily loses interest in the two half-decks on the table—certainly they don't notice that you casually switch piles. You have contrived that the *Black* card be put in the *Red* stack, and that the *Red* card be put in the *Black* stack.

The fact that the cards are cut once will not disturb the order sufficiently to destory the telltale positions. Now all you have to do is just take a quick look at the cards and pick out the two strangers—the *Red* card

among the *black,* and the *Black* card among the *red,* as shown in *Picture Two.*



Picture Two

One thing you ought to do to cover your tracks: after you've picked out the two cards and cast them on the table, shuffle the remaining cards a few times so that if the deck is examined, the trick won't be given away.

Fabulous Memory

ADDING-THE-CARDS TRICK

MATERIALS

A deck of cards

THE SET-UP

Get the conversation turning to the subject of memory. You really get everybody sitting up when you say that your memory is that good you can remember every card in the deck by merely looking at the cards once. Yours is that fabulous photographic mind. Prove it? Of course!

Have someone take one card out of the deck and conceal it.

You insist on absolute quiet. This is important! And now, with a great show of concentration, you go through the deck once, turning up one card at a time, pausing here and there. Imagine how astounded the company is when you tell them what card is missing!

THE CHALLENGE

To tell what card has been taken from the deck by looking through it once.

HOW TO DO IT

Well, you can perform this trick if you just know how to add. Count the cards as follows:

Ace — 1	*Five* — 5	*Ten* — 10
Deuce — 2	*Six* — 6	*Jack* — 11
Three — 3	*Seven* — 7	*Queen* — 12
Four — 4	*Eight* — 8	*King* — 13
	Nine — 9	

Each suit adds up to 91. Four suits add up to 364. In other words, if you count a full deck in this way, you'd get a total of 364.

Let's say a *Seven* is removed. The deck would then count up to 357. If a *Jack* had been removed, the deck would add up to 353. So, by looking through the deck once and by counting, you can learn the numerical designation of the card.

Let's assume that a *Three* has been removed. Of course, you don't know whether it is a *Three of Diamonds,* a *Three of Hearts,* a *Three of Spades* or a *Three of Clubs.* But if you get an opportunity to take a rapid, even one-second glance through the deck, just for verification so to speak, then you can see which *Three* is missing.

You can get this second look by saying, "I'm not quite sure I've got it. I don't want to guess. Let me see if my card is in the deck—just to make sure!" Because the feat is apparently so difficult, no one will begrudge you one more quick look. So you spread the cards, look for the *Threes,* and find out that it is the *Three of Diamonds* which is missing.

This is an exceptionally effective trick because it is so very easy to perform and so startling. Acting your part well will have a lot to do with the effect. Pretending you are concentrating is not difficult in this instance because you actually do have to concentrate in order to count the cards. What's more, it is definitely important that you insist on silence. Otherwise, with noise and interruption, you won't be able to count correctly and the trick will fail.

Bottoms Up

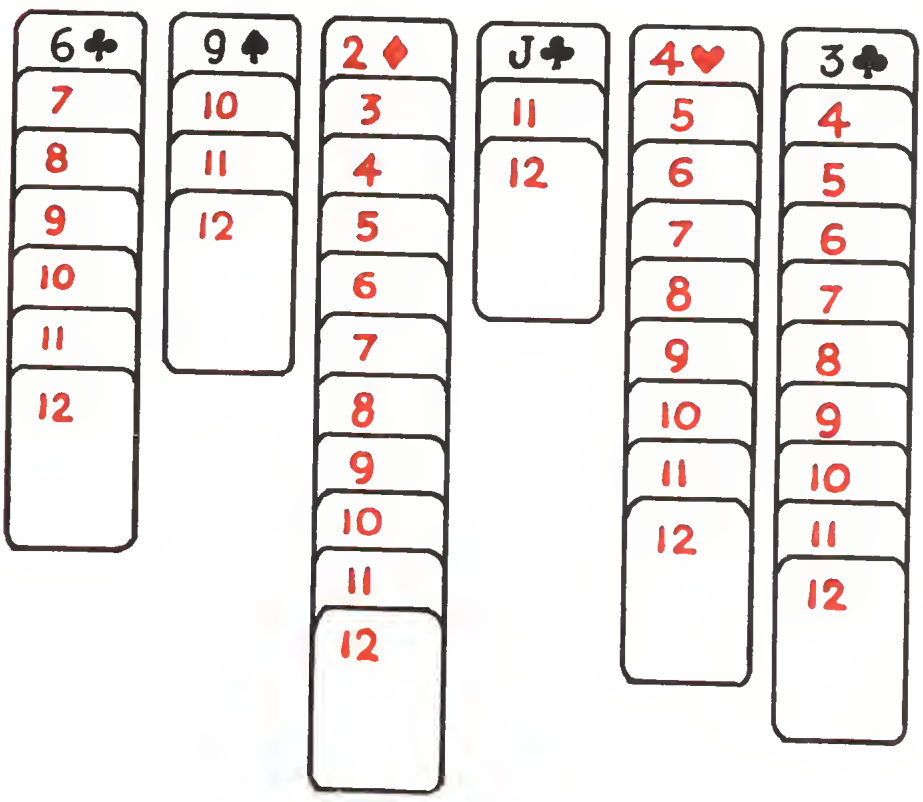
A CASE OF SIMPLE ARITHMETIC

MATERIALS

A full pack of playing cards

THE SET-UP

You hand someone in your audience a regular, full pack of 52 playing cards. Ask him to deal out the cards in piles in the following way: Suppose the first card he picks up is a 6. He counts the next card as 7, the third card as 8, etc., counting until he has reached 12.



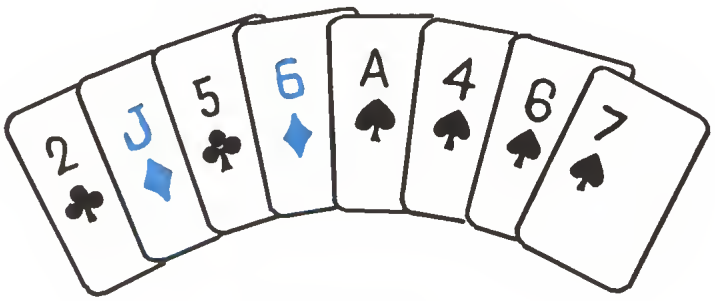
Picture One

Then he starts a new pile with the next card. Let us say that the card is a 9. The next card counted is reckoned as 10, the third card 11, the fourth card 12, and that pile is finished.

He is to count out all the cards in this way so that the deck is formed into rows of cards, as shown in *Picture One.*

Picture One indicates that there are 44 cards placed into piles, which leaves a residue of 8 cards. The reason 8 cards are left in this particular case is that the next card turned, being a 2, the count would only reach to 9, and that being short of 12, the pile is not counted.

It is important to point out at this point that face cards (that is Jacks, Queens, and Kings) are reckoned as 10. Now when you are called back into the room, what you see are the six piles of cards, shown in *Picture Two.*

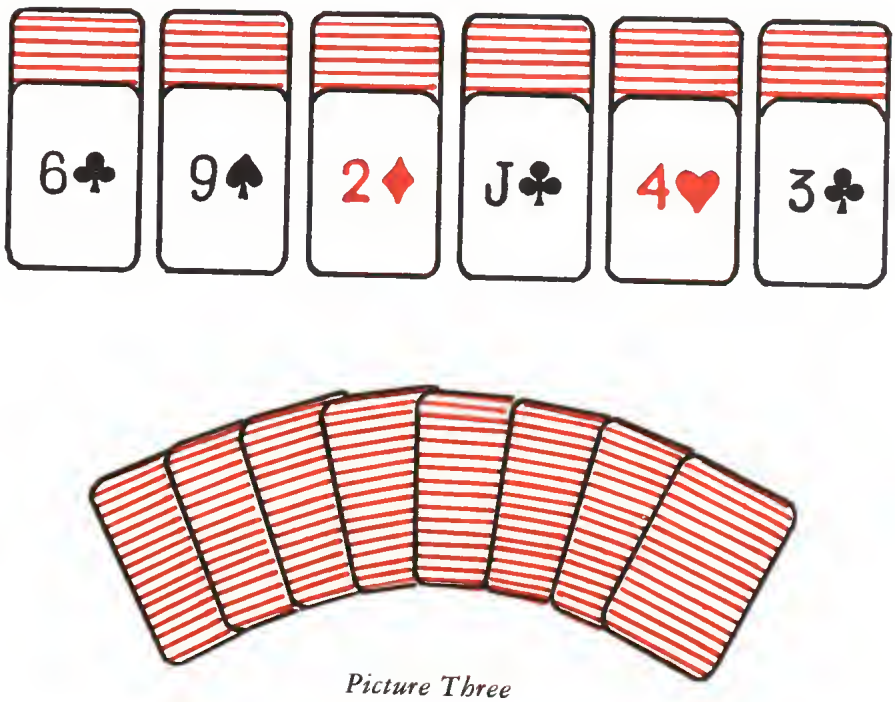


Picture Two

The piles are face down. You ask your friend if there

were any cards left. He says 8, and you ask him to spread them in front of the piles.

Then, after a show of deep concentration and figuring, you announce that the numbers of the top cards on the heaps add up to 34. He turns the six cards over, and sure enough, they add up to 34! See *Picture Three.*



Picture Three

You continue to perform this trick again and again regardless of how many piles of cards there are, and regardless of how many cards there are in the remainder. It is a pretty baffling stunt and one that is not easily figured by most folks. Of course, you do not watch the dealing.

THE CHALLENGE

To explain and perform the trick.

HOW TO DO IT

You count the heaps. *Picture Two* shows that there are 6 heaps. You subtract 4 from this digit. 6 minus 4 leaves 2. Multiply 2 by 13 (which is your key number) and you get 26. To this result, add the number of cards left over, which is 8. Your answer is 34.

Suppose there were 9 heaps with a remainder of one card. You would perform the following steps:

(a) $9 - 4 = 5$

(b) $5 \times 13 = 65$

(c) $65 + 1 = 66$

66 would be the answer.

Mind Over Matter

SPOTTING THE SUITS

MATERIALS

A deck of cards
A pencil
Paper

THE SET-UP

Give your friend a deck of cards and have him select one card out of the deck. He is not to show you what it is.

Give him a pencil and paper and tell him to perform the following operations: He is to regard the *Jack* as 11, the *Queen* as 12, and the *King* as 13.

(1) Multiply the value of the card by 2.

(2) Add 3 to the total.

(3) Multiply by 5.

(4) (a) If it is a *Diamond,* add 1.

(b) If it is a *Club,* add 2.

(c) If it is a *Heart,* add 3.

(d) If it is a *Spade,* add 4.

He now gives you the total.

THE CHALLENGE

That you will tell what card has been selected.

HOW TO DO IT

The secret is to subtract 15 from the final total. Suppose you were given the number 116. Subtracting 15, you would have the key number 101. The last figure gives you the clue to the suit of the card.

You will know the suits by the following formula:

Diamonds — 1
Clubs — 2
Hearts — 3
Spades — 4

Now your key number in this case is 101. You know by the 1 at the end of the number that the card is a *Diamond.* The first two numbers, 10, tell you that it is the *Ten* of *Diamonds.*

Let us see exactly how this works. Suppose your friend picked the *Eight* of *Spades.* He would perform the following operations:

(1) $8 \times 2 = 16$
(2) $16 + 3 = 19$
(3) $19 \times 5 = 95$
(4) Add 4 for *Spades* $= 99$

You would then be given the number 99. From this, subtract 15 which yields the key number 84. Since 4 at the end of the number designates a *Spade,* you know that the card is the *Eight* of *Spades.*

You can have a lot of fun with this trick by perform-

ing it simultaneously with a number of guests. Using the one deck, you may ask four or five people each to pick a single card from the deck. No one is to show his card to any of the others. Leave the remainder of the deck face down on the table and do not touch it.

They each work out their figures with pencil and paper at the same time and each gives you his number. With a great show of concentration and juggling of figures, you make believe that you add all the numbers together, subtract them, divide them, do square roots, and a lot of other nonsense. They get the impression that the numbers are somehow interrelated with each other.

Imagine their surprise when you call out the five cards, one after the other!

The Sturdy Straw

UNEXPECTED STRENGTH

MATERIALS

A short stubby bottle
A soda straw

THE SET-UP

Give your friend a bottle and a straw.

THE CHALLENGE

To pick up the bottle with the soda straw without touching the bottle.

HOW TO DO IT

Bend the straw upwards at a point approximately one-third of its length.

Place the bent part of the straw into the bottle so that the straw spreads.

You can then lift the bottle, as shown in the illustration.

Three-Glass Trick

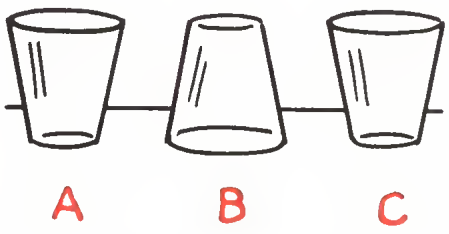
TURNING THE BOTTOMS UP

MATERIALS

3 glasses

THE SET-UP

Place 3 glasses on the table, as shown in *Picture One.* Note that the middle glass is turned down.



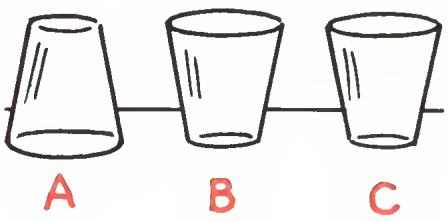
Picture One

THE CHALLENGE

To turn the glasses three times, turning 2 glasses each time, and ending with all 3 glasses bottoms up.

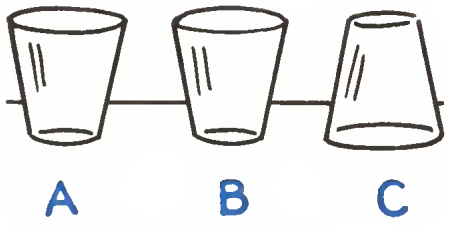
HOW TO DO IT

Turn over *Glass A* and *Glass B.* See *Picture Two.*



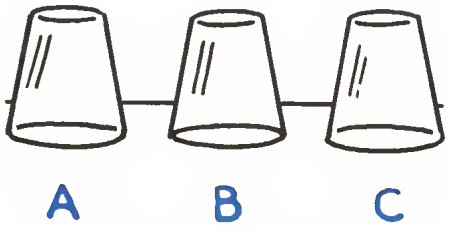
Picture Two

Then turn over *Glass A* and *Glass C*. See *Picture Three*.



Picture Three

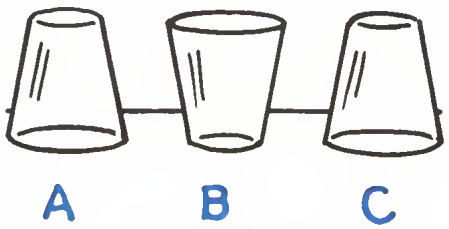
Now turn over *Glass A* and *Glass B*. See *Picture Four*. They are now all face down.



Picture Four

Then turn up the middle glass and sort of rush your friend a bit with the challenge, "Now you do it!"

Somehow, he fails. Of course, the reason he cannot perform the very simple moves is that, at the end of the trick, you have turned over the middle glass and left him with a position which is quite different from the one you began with. See *Picture Five*. Compare this with *Picture One*.



Picture Five

The Paper Bridge

HOLD UP A GLASS WITH A DOLLAR

MATERIALS

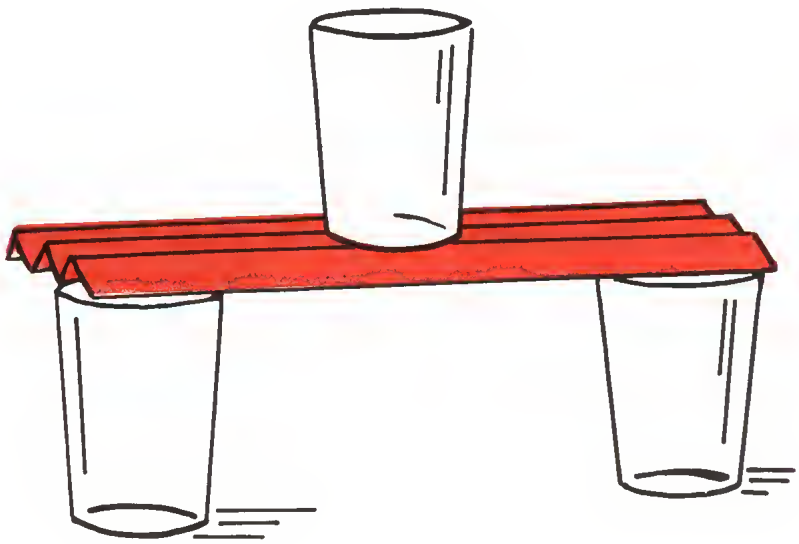
A dollar bill
3 glasses

THE CHALLENGE

To lay a dollar bill across 2 glasses so that the paper will support a third glass.

HOW TO DO IT

Pleat the dollar bill lengthwise. It will then be able to bear the weight of the glass, as shown in the illustration.



Perfect Balance

WHAT KEEPS IT FROM FALLING?

Picture One

MATERIALS

A glass
A plate

THE SET-UP

Hold the plate in your right hand. Take a glass and place it on the rim of the plate. The glass appears balanced on the edge, as shown in *Picture One.*

Picture Two

THE CHALLENGE

To balance a glass on the edge of a plate.

HOW TO DO IT

Your right thumb, extended upwards, holds the glass in place, as shown in *Picture Two.* In this way, you will be able to balance the glass for a few seconds.

This appears to be an extraordinary feat of juggling, for the spectators in front of you cannot see the back of the plate.

Carbon Copy

THUMB-PRINTING TRICK

MATERIALS

A lump of sugar
A glass of water
A pencil

THE SET-UP

Ask someone to write his initial on a lump of sugar, and then to place the sugar face down on the table so that the letter cannot be seen. You then take the lump of sugar, and without looking at it, drop it into a glass of water.

Now tell the person who has marked the sugar to make a fist. Hold the glass of water containing the sugar above his clenched fist. After the sugar has partly dissolved, tell your friend to open his fist. He looks at his palm and sees nothing.

Now tell him to turn his hand over; and sure enough, the letter he wrote on the sugar is imprinted clearly on the back of his hand.

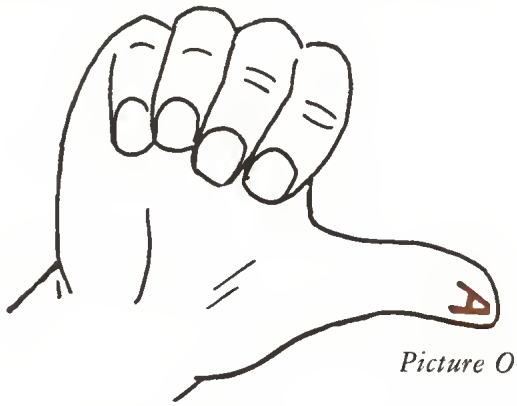
THE CHALLENGE

To explain the performance of this magical transfer.

HOW TO DO IT

While your friend is writing down the initial, moisten the ball of your right thumb with your tongue. Just a little bit of moisture is needed.

When you pick up the lump of sugar, place your thumb against the initialled side of the sugar as you drop the sugar into the glass. An imprint of the letter will remain on your thumb, as shown in *Picture One.*



Picture One

When your friend makes a fist, tell him to keep it closed tight. Insist that it be real tight, and while showing him what you mean, place your thumb on the back of his hand as shown, in *Picture Two.* Use your right thumb and his left hand.

Picture Two

Now turn his hand over without releasing it. Ask him to hold his hand in this position while you wave the glass of water over it. This will give the sugar time to dissolve and also will permit the initial on the back of his hand to dry. Keep on talking all the time to distract his attention.

When he opens his hand, he finds nothing. This only serves to heighten the surprise when he turns his hand over again and finds he is a marked man!

The Tricky Bridge

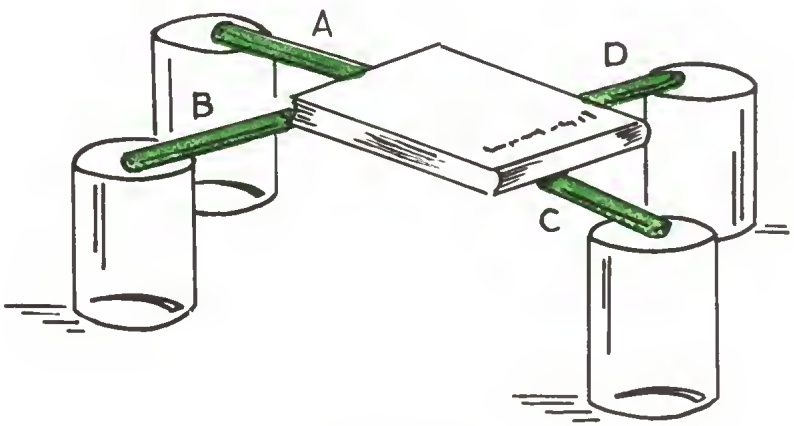
A STUNT WITH KNIVES AND GLASSES

MATERIALS

4 glasses
4 knives
A book

THE SET-UP

Form the bridge shown in *Picture One.* Place a book on top of the knives and wave your hand under this arrangement to show that there is nothing supporting the book.



Picture One

At the same time, tell your audience you haven't tied the knives together or done anything else except interlock them in such a way so that they support the book.

You now disturb the set-up before the book is removed and push the glasses together so as to conceal exactly how you arranged the contraption.

THE CHALLENGE

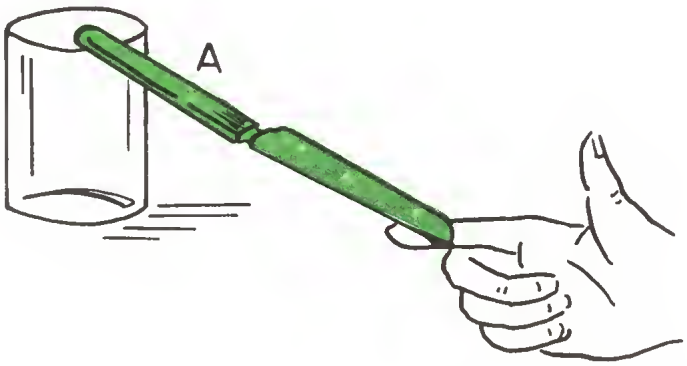
To rearrange the knives and the glasses in the original position so that they may support a book.

HOW TO DO IT

This trick *looks* very easy but is actually one of the most exasperating things. Even though one can figure out exactly how the knives should be arranged, it will prove rather difficult to arrange this set-up without knowing the method of placing them on the glasses.

The glasses will slip, the knives will tumble, and the whole business will be enough to try the patience of a saint. The trick really consists in doping out just how to mechanically perform what you want to do.

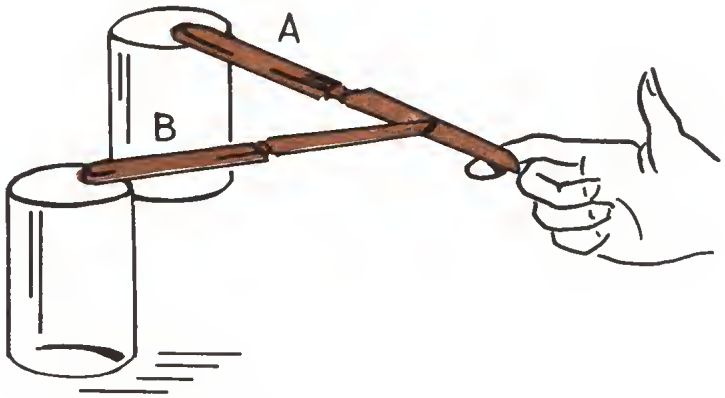
The steps, however, are very simple. Place the far handle of *Knife A* on *Glass A.* Support the tip of the knife with your right pointer, as shown in *Picture Two.*



Picture Two

Then, using your left hand, place *Glass B* about a knife's distance to the left of *Knife A.* Still using your left hand, place the handle of *Knife B* on the rim of *Glass B.* Now

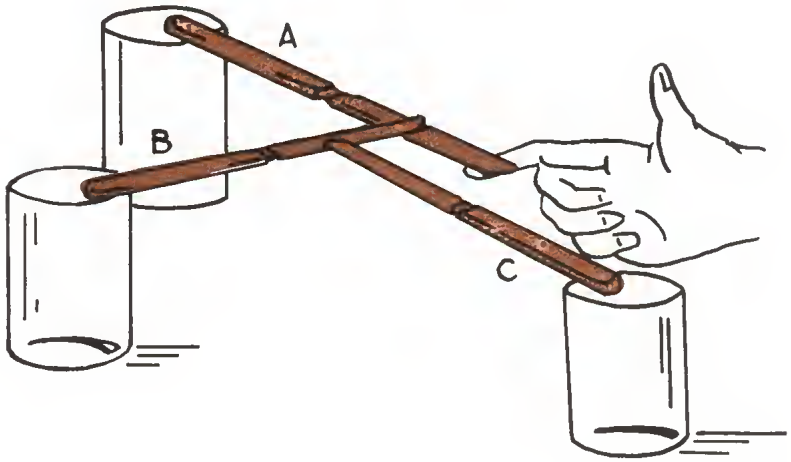
rest the end of the blade of *Knife B* directly on the middle of the blade of *Knife A,* as shown in *Picture Three.*



Picture Three

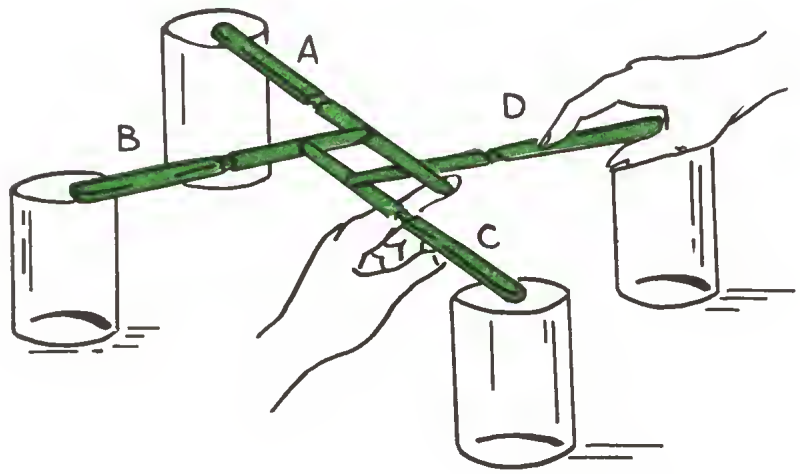
Keep supporting the end of the blade of *Knife A* with your right pointer, as shown in *Picture Two.*

Still using your left hand, take *Glass C* and place it directly opposite the middle of the blade of *Knife B.* Place the end of the handle of *Knife C* directly on the middle of the blade of *Knife B,* as shown in *Picture Four.*



Picture Four

Now change your support of *Knife A* from your right hand to your left hand, as shown in *Picture Five,* supporting the tip of the blade of *Knife A* with your left pointer.



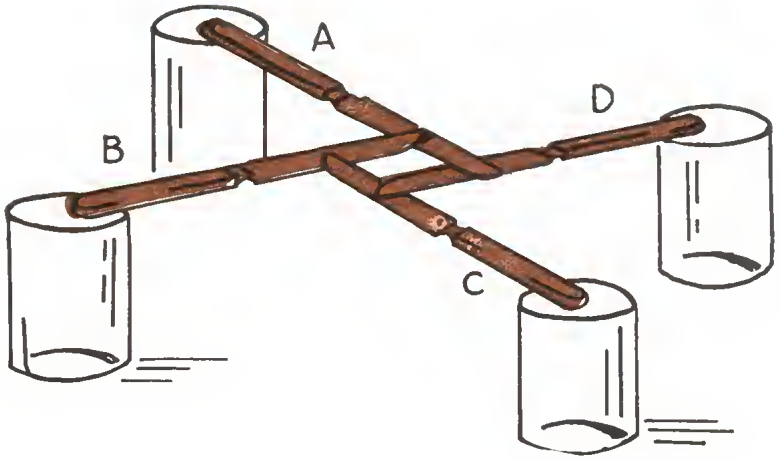
Picture Five

Place *Glass D* directly opposite the tip of the blade of *Knife A.*

Now lift the handle of *Knife D* with your right hand. Place the tip under *Knife A.* Slide *Knife D* forward so that the tip of the blade rests directly on the middle of the blade of *Knife C.* This will leave the tip of the blade of *Knife A* resting directly on the middle of the blade of *Knife D.*

You will thus form what will appear to be a square hole in the center of the four interlocking knives. This is shown in *Picture Six.*

This arrangement of knives is very strong and will support a fairly heavy weight.



Picture Six

Although these directions seem complicated, the fact is that performance of this trick is exceptionally easy. If you follow the instructions carefully, you should be able to set up this glass and knife arrangement in just about half a minute.

Sweet Flames

MAKING SUGAR BURN

MATERIALS

A lump of sugar
A cigarette
Matches

THE CHALLENGE

To make a lump of sugar burn with a flame.

HOW TO DO IT

Placing a lighted match against a lump of sugar will only produce a black smudge. Your friends will fail to light the sugar when they try.

Sugar contains alcohol that will burn easily once combustion is started. All you need do is slip a piece of sugar out of the bowl while the others are fumbling around with their matches, and secretly dip a corner of the lump into some cigarette ash, as shown in the illustration. The bit of ash, concealed from the view of the onlookers, will catch fire if you hold your match under that corner of the sugar.

Upside-Down Glasses

WATER, WATER, EVERYWHERE

MATERIALS

2 glasses
A piece of paper
A plate

THE SET-UP

You bring in a plate on which there are two glasses of water. There is nothing extraordinary about this except that the two glasses are one on top of the other, as shown in *Picture One,* and that the top glass is practically full.

Picture One

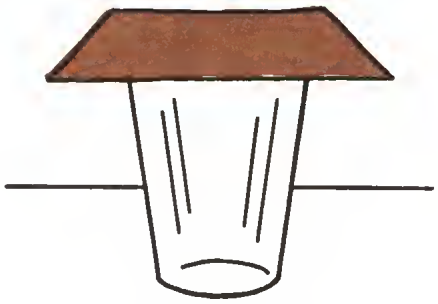
THE CHALLENGE

To arrange two glasses, as shown in the illustration, so that the top glass is three-quarters full of water.

HOW TO DO IT

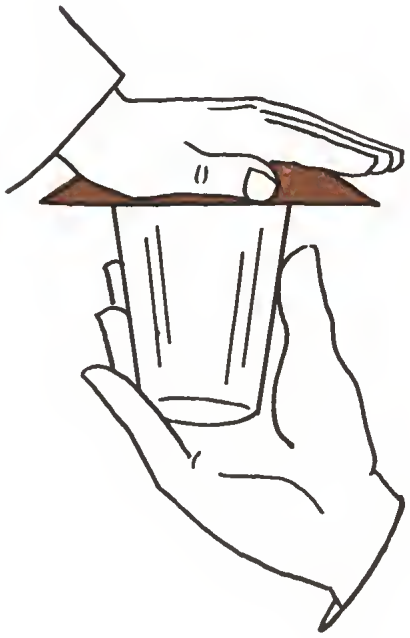
Fill two glasses full to the brim. Now take a piece of

stiff paper and place it over the top of one of the glasses, as shown in *Picture Two.*



Picture Two

Place your hand on top of the paper as shown in *Picture Three.*

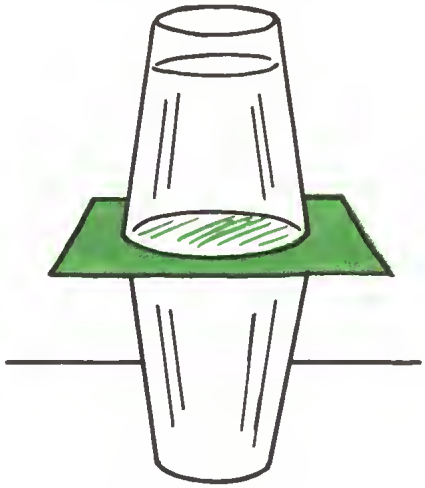


Picture Three

Turn the glass upside down, as shown in *Picture Four.* Take away your hand and the glass will retain the water, the paper acting as a floor.

Picture Four

Place the upside-down glass on the first glass, making sure that the rims coincide at all points. See *Picture Five.*



Picture Five

While holding the second glass in place with your right hand, slip out the paper with your left hand. If you work carefully, you should be able to retain at least four-fifths of the water, producing the effect shown in *Picture One.*

The Magic List

FINDING THE RIGHT NUMBER

MATERIALS

Pencil
Paper

THE SET-UP

Copy the figures shown in the illustration. Ask your friend to pick out a number from 1 to 30, but not to tell what the number is.

Then have him tell you what column or columns his number appears in.

THE CHALLENGE

That you will tell him what number he selected.

A	B	C	D	E
2	1	16	8	4
27	25	24	9	23
14	17	28	30	20
15	11	17	10	7
18	9	30	27	12
10	21	21	14	15
22	3	18	26	6
7	29	22	28	30
19	19	23	13	5
26	7	19	11	21
23	15	26	29	14
6	5	27	24	22
3	23	25	12	13
11	13	20	15	29
30	27	29	25	28

HOW TO DO IT

Add the top figures at the head of the columns in which his selection appears. Suppose his number appears in *Column A, D* and *E*: you would then add 2, 8 and 4. The answer would be 14. Sure enough, 14 appears in only those three columns.

Be your Age

TELLING THE BIRTHDAYS

MATERIALS

Pencil
Paper

THE CHALLENGE

You will tell anyone in the audience the exact day, month, and year of his birth.

THE SET-UP

Have your friend put down the month of the year in which he was born in number form, counting January as *1,* February as *2,* March as *3,* etc. To the right of this, the subject should then set down the date of the month on which he was born, thus forming one complete number. For example, February 3 would be 23, January 29 would be 129, while December 9 would also be 129.

Now ask your friend to perform the following operations:

(a) Multiply the key number by 2

(b) Add 5 to the result

(c) Multiply the sum by 50

(d) Add his age

When your friend has completed these operations, ask

him to tell you the result. Promptly, you tell him the exact date and year of his birth.

HOW TO DO IT

You can extract the vital statistics simply by subtracting 250 from the number given you. The code you have left will be completely revelatory. Suppose your friend happened to be born on July 6. Now let's follow through with the operations.

Your subject would write down the number 76. The 7 would stand for July and the 6 for the sixth day of that month.

Taking	76
He would multiply by	2
Which yields	152
Then he would add	5
Making	157
Which he'd multiply by	50
Making	7850
Adding his age	15
He'd get	7865
From this you subtract	250
Yielding the code number	7615

The last two digits, 15, give you the person's age.

The first two numbers prove to you he was born during the seventh month, which is July, and on the sixth day of that month.

Subtracting his age, 15, from the current year will tell the exact year of his birth.

The only possible confusion that can result is if the code number contains five digits, the first two of which are 12. The last two digits will give the subject's age. The first three might indicate that the month of his birth is December or January. If the first three digits, for example, were 123, the subject was born either on December 3 or January 23. Look him straight in the eye and take a good healthy guess!

Lightning Calculator

HUMAN ADDING MACHINE

MATERIALS

Pencil
Paper

THE CHALLENGE

That you can add a long column of figures—at a glance!

THE SET-UP

Write down a number of five figures. Ask your friend to write down some other number immediately under it. Add another number of five figures. Pass the paper to some one else, and request this party to add *still another* five-numeral figure, etc. Then run a line under the column to make an addition. In a second, you write down the sum!

Of course, no one believes that you have got the right answer. A few people add it up. The addition is found to be correct.

They ask you to do it again. This time you make a column, let's say, of eleven numbers, and each number is a million or more. For this sum, you take all of a half-a-second more to get the answer.

HOW TO DO IT

This trick is really very easy! Let's say your friend writes down the number: 16,274. It's up to you to write under it the number: 83,725.

Why?

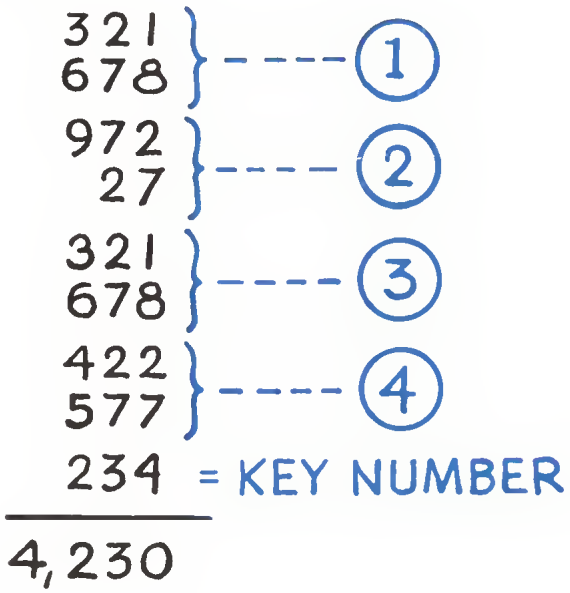
Let's take these numbers and examine them a bit to see exactly what you have done:

16,274
83,725

You have chosen a number each digit of which, added to the digit above it, equals 9.

Look at the two numbers above and you will see exactly what we mean. Starting from the left: 1 and 8 equals 9, 6 and 3 equals 9, 2 and 7 equals 9, etc. In this way, you counter every number that has been written with some other digit—so that together they add up to 9. You do this for each and every number that is written —with but one exception. That exception (whether you write it down or someone else writes it down) is the *key number.*

In computing the sum, you have to count how many groups of balancing numbers you have. Take the following example:



In this sum, the four groups of balancing numbers are indicated by brackets. The last number—234— has been

chosen as the *key* number. You will note there are no digits to balance this number. It stands alone; *that's what makes it the key.*

Now let us consider this key number 234. There are FOUR balanced groups of numbers above it. The first thing you do is subtract 4 from 234 and that leaves you with the number 230.

Then all you have to do is to place a 4 in front of the key number. That will give you 4,230. This, as you see, is the correct answer.

Let's suppose that your key number was 16,977 and there were six balancing groups of numbers in the sum. Your answer would then be 616,971.

In performing this trick, start writing down your sum beginning from the right-hand side of the addition as you naturally would do if you were adding.

When repeating the trick, do not put your key number in the same position. The key number can appear anywhere in the sum and you can work the trick just as easily.

Clairvoyance

TRICKY MENTAL ARITHMETIC

MATERIALS

A pencil
Paper

THE CHALLENGE

That you can give the answer to a calculation without asking any questions.

THE SET-UP

Ask someone to think of a number. Tell him to double it. Then to add 12; and then divide the result by 4; and finally, to subtract half the original number. Now tell your friend his answer is 3!

HOW TO DO IT

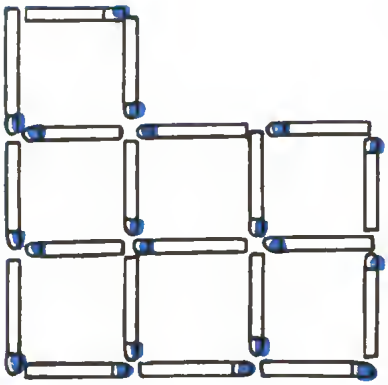
The key is the number you asked him to add. All you do is divide that number by 4. In this case, you told him to add 12, and so your answer is 3. Suppose your friend picks 9. Here's how the operation would work:

$$9 \times 2 = 18$$
$$18 + 12 = 30$$
$$30 \div 4 = 7\tfrac{1}{2}$$
$$7\tfrac{1}{2} - 4\tfrac{1}{2} = 3$$

Vary your key to confuse your audience. The next time tell them to add 20. The answer would then be 5.

Losing Squares

A CATCHY GEOMETRICAL FIGURE



Picture One

MATERIALS

20 matchsticks

THE SET-UP

Arrange the 20 matchsticks to form 7 squares, as shown in *Picture One.*

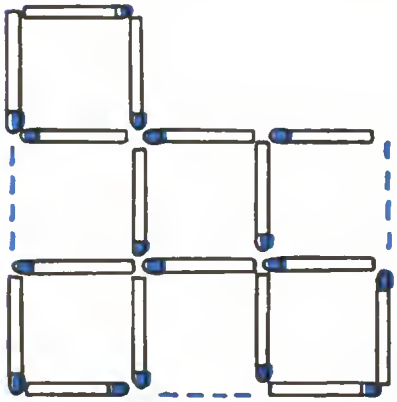
THE CHALLENGE

To use all 20 matches, but by re-arranging 3 of them (and only 3), to leave 5 squares of the same size instead of the original 7.

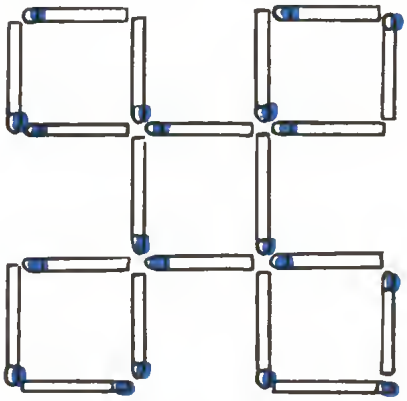
HOW TO DO IT

Remove the 3 matches indicated in *Picture Two.*

Replace them, as shown in *Picture Three.*



Picture Two



Picture Three

William Tell

A TRICK THAT CAN'T MISS

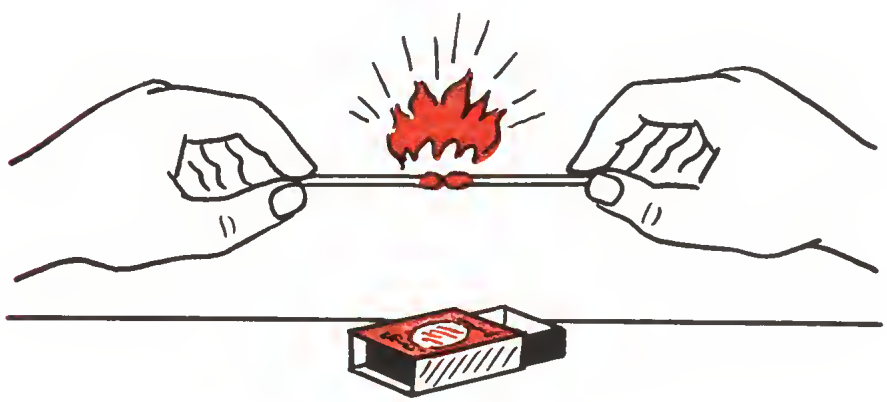
MATERIALS

Small box of safety matches

THE SET-UP

Remove 3 matches from the box. Take 2 of the matches and hold one in your left hand between your thumb and forefinger, and hold the second in your right hand between your thumb and forefinger.

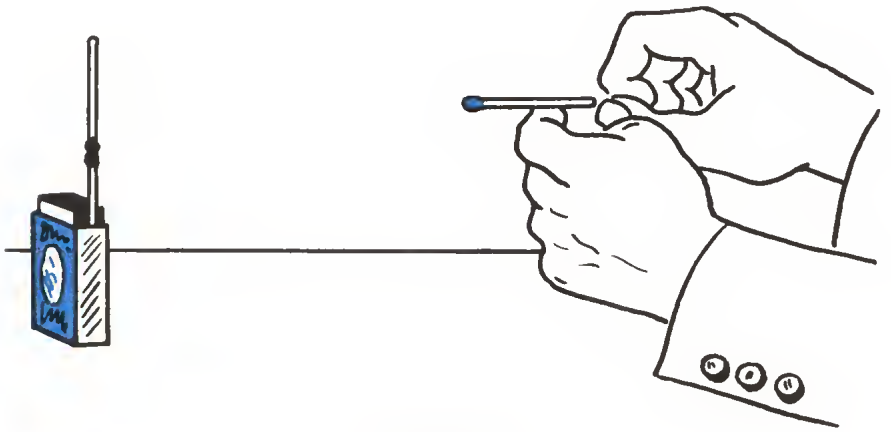
Now strike one of the matches and just as soon as it is lit, place the head of the match next to the head of the second match, as shown in *Picture One*. Of course, the second match will immediately ignite. Blow out the flame and you will find that the matches are fused together.



Picture One

Take the little box and stand it on end. Place the two matches in the back of the box so that they stand upright like a pole, as shown in *Picture Two.*

Now place another match on your hand, as shown in the illustration, making ready to snap it forward to shoot down the topmost match. Hold your hand about ten inches away from the box. It would seem like quite a feat to be able to knock down that top match. The target is thin and the projectile is thin. What a shot that would be!



Picture Two

WOULD YOU BELIEVE THAT—

You can hardly miss!

THE EXPLANATION

The match will twirl in the air during its flight. This can hardly be noticed by the spectators. The matchstick, during its course, will hurtle sideways and hit the target.

Tricky Triangles

SEEING IS BELIEVING

MATERIALS

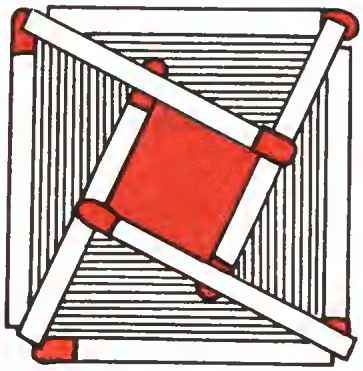
8 matches

THE CHALLENGE

To form 2 squares and 4 triangles with 8 matches.

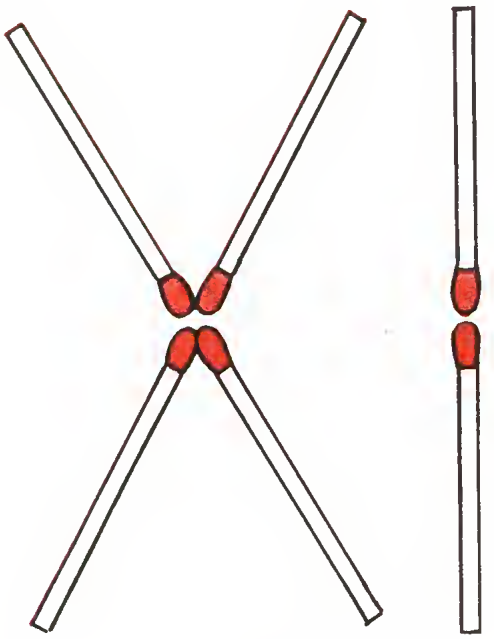
HOW TO DO IT

Why explain this one when diagram below makes it so easy.



Tricky Division

HALF OF ELEVEN IS SIX



Picture One

MATERIALS

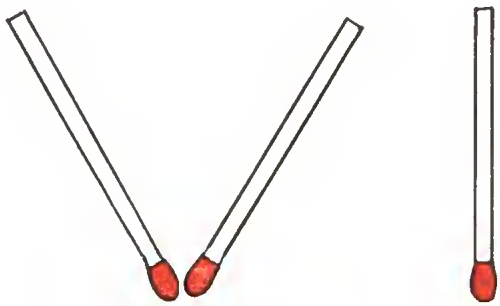
6 matches

THE CHALLENGE

To demonstrate that half of eleven is six. This is to be done by using 6 matchsticks.

HOW TO DO IT

Arrange the matches as shown in *Picture One* to form the Roman figure XI. Now take away the bottom half of this setup and what you have left is the Roman numeral VI, as shown in *Picture Two.* You have removed three matchsticks or half of the original six.



Picture Two

One Match Lifts Ten

A CRISSCROSS SET-UP

MATERIALS

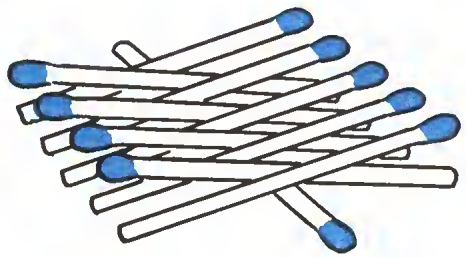
11 matchsticks

THE CHALLENGE

To arrange 10 matchsticks in such a way so that you can lift them by using one more matchstick.

HOW TO DO IT

Lay one match on the table. Lay 9 other matches across it, as shown in *Picture One.*

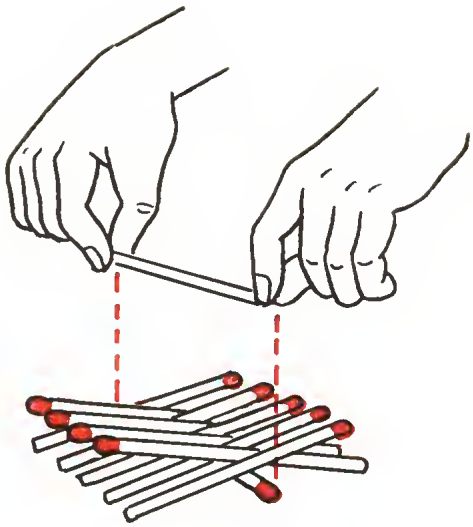


Picture One

Just lay the 11th match across the top of the arrangement, placing it parallel with the first match lying at the bottom.

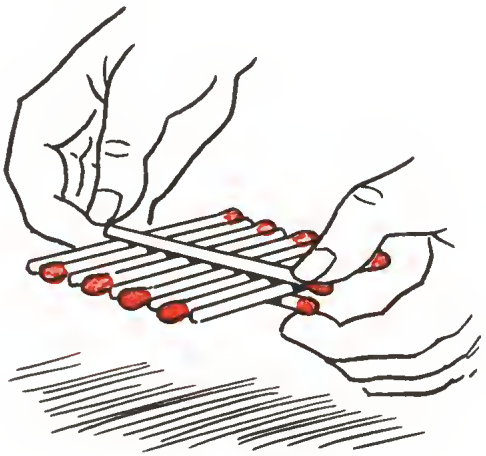
Place the head of this last match above the plain end of the bottom match, as shown in *Picture Two.*

By pressing the ends of the two parallel matches together



Picture Two

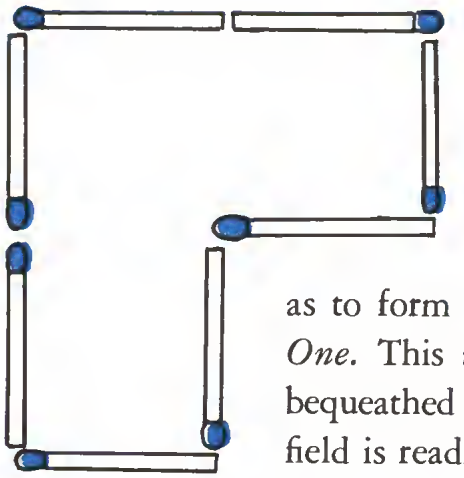
—using the thumb and the forefinger of each hand—you hold the other 9 matches in a vise. You can now easily lift them all at one time. See *Picture Three.*



Picture Three

Page the Surveyor

DIVIDING UP THE PLOT



Picture One

MATERIALS

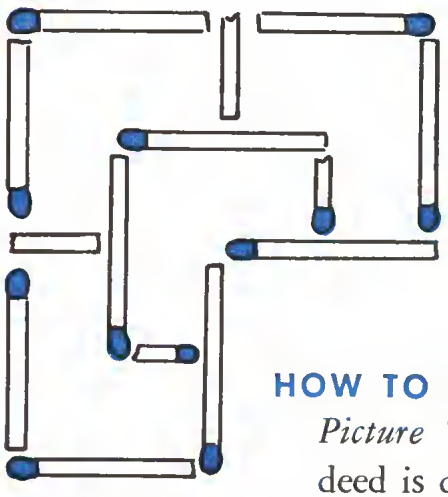
12 wooden matches

THE SET-UP

Arrange 8 matches so as to form the figure shown in *Picture One.* This area now represents a field bequeathed by a farmer to his sons. The field is readily divisible into three equal parts. But the farmer went and died and left *four* sons.

THE CHALLENGE

The trick is to divide the plot of ground into four equal parts *each the same shape!* To do the job you are given four matches. You can dispose of these matches in any way you choose; but since you can't move the land, the eight original matches must stay put.



Picture Two

HOW TO DO IT

Picture Two demonstrates how the deed is done. Note that two matches are broken in half.

Matchstick Equation

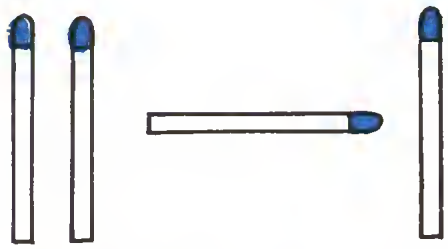
UNBELIEVABLE ARITHMETIC

MATERIALS

4 matches

THE SET-UP

Arrange 4 matches, as shown in *Picture One*, so that the equation reads: 2 — 1. This, of course, equals 1.



Picture One

THE CHALLENGE

To arrange the 4 matches in three other ways which will yield the number 1 as a result.

Picture Two

HOW TO DO IT

Arrange the matches as shown in the illustrations.

$1 \times 1 = 1$

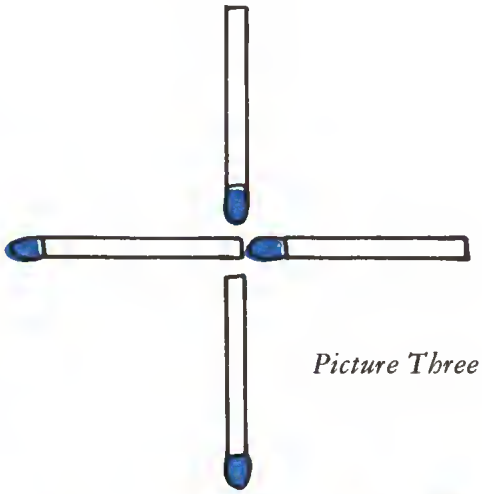
See *Picture Two.*

$1 \div 1 = 1$

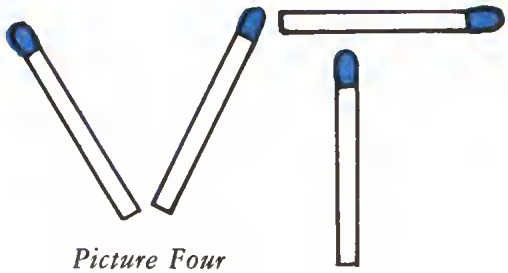
See *Picture Three.*

$\sqrt{1} = 1$

See *Picture Four.*



Picture Three



Picture Four

Defying Gravity

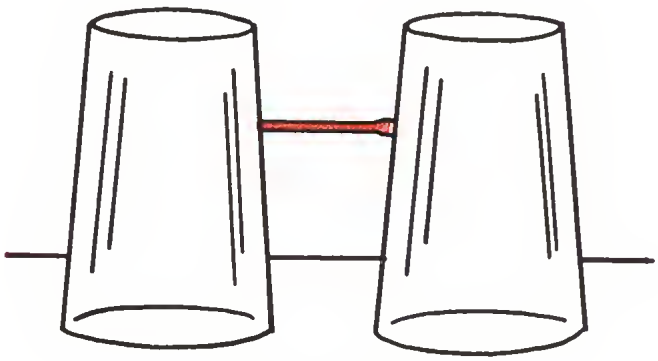
THE STICKY MATCH

MATERIALS

2 glasses
2 wooden matches

THE SET-UP

Put 2 glasses upside down on the table. Place a match between them in such a way so that the match is held up by the sides of the glasses. Press the glasses firmly together. See *Picture One.*



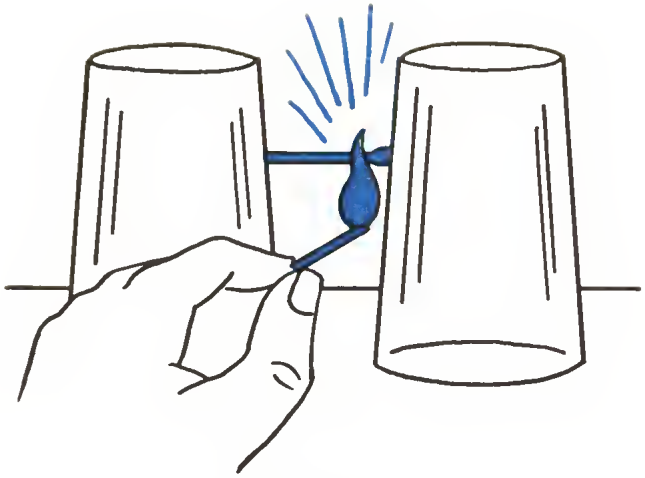
Picture One

THE CHALLENGE

To remove one of the glasses without having the match fall. You may only touch the suspended match with another match.

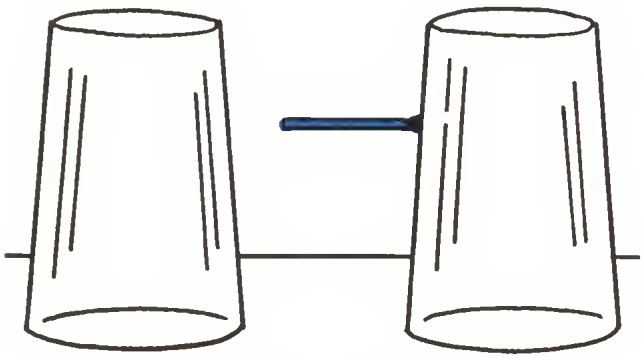
HOW TO DO IT

Using your second match, light the head of the suspended match, as shown in *Picture Two.*



Picture Two

After the entire matchhead has turned black, blow out the flame. Allow one second to cool and adhere. The burnt match will stick to the glass as shown in *Picture Three.*



Picture Three

You can now safely remove the other glass and the match will not fall.

Fair and Square

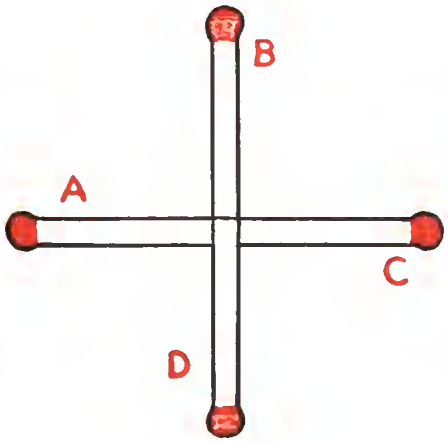
UNEXPECTED MOVE

MATERIALS

4 wooden matches

THE SET-UP

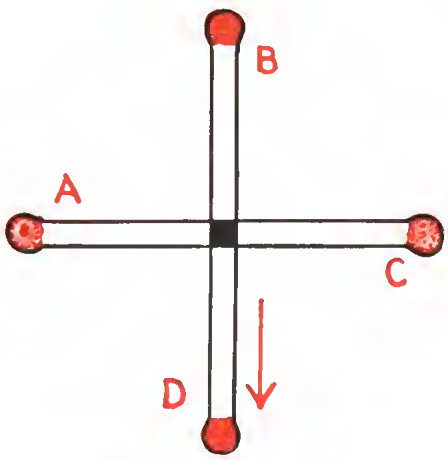
Arrange the 4 matches, as shown in *Picture One.*



Picture One

THE CHALLENGE

To move only 1 match, and thereby form a perfect square.



Picture Two

HOW TO DO IT

Take care to arrange the matches in the first place, so that *Match D* lies between *Match A* and *Match C.*

Now gently move *Match D* down and you will form a tiny square —a square *between the ends* of the 4 matches!

Odd Equation

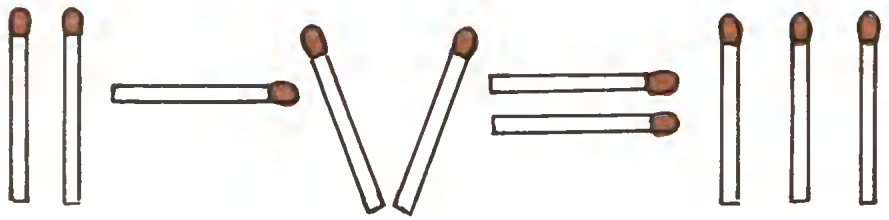
CORRECT THE FORMULA

MATERIALS

10 matchsticks

THE SET-UP

Arrange 10 matches as shown in *Picture One,* to illustrate the formula, $2 - 5 = 3$. Of course, this is not mathematically true.



Picture One

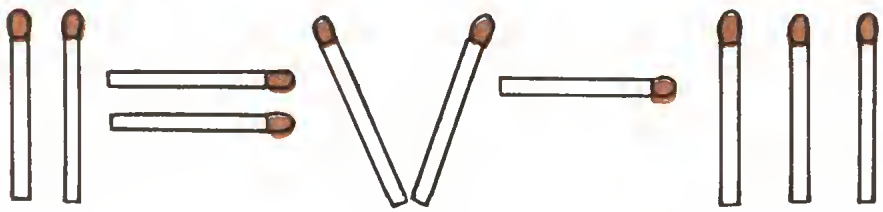
THE CHALLENGE

To touch and move one match and only one match so as to make the formula mathematically correct.

HOW TO DO IT

Pick up one of the matches in the equal sign and place it under the minus sign after the II.

The formula now reads: $2 = 5 - 3$. See *Picture Two.*



Picture Two

Be an Eggs-Pert!

A CATAPULT TRICK

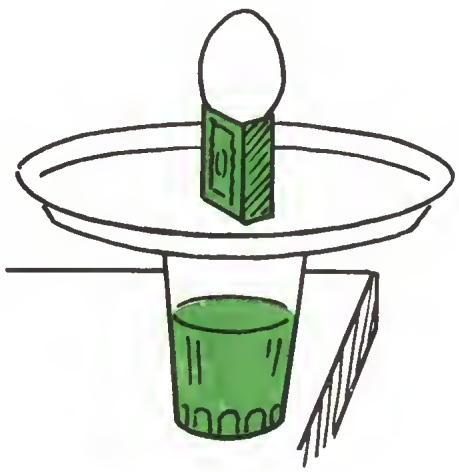
MATERIALS

A hard-boiled egg
A glass of water
A tin pie-pan
A safety-match box
A broom

THE SET-UP

Place a glass of water about 2 inches in from the edge of the table. On top of this, place a pie-tin. On the middle of the pie-tin, place the cover of the safety-match box. Place the match-box on its end.

Then put a hard-boiled egg (pointed end up) on top of the match-box cover. Be sure that the egg is directly in line with the center of the glass of water. The pie-pan will project an inch or two beyond the edge of the table, and the entire setup will look as shown in *Picture One.*



Picture One

Picture Two

THE CHALLENGE

To get the egg into the glass of water without touching anything in the setup, except with a broom!

Picture Three

HOW TO DO IT

Hold a broom in front of the setup with the bristles on the floor. Bend the bristles in such a way that you can put your foot on them. Hold the broom firmly on the floor with your foot, as shown in *Picture Two.*

The bristles will act as a spring so that the broom handle will snap forward smartly and strike the pie-pan. See *Picture Three.*

Picture Four

The pie-pan will be knocked clear away . . . The match box cover will be tipped over by the edge of the pan . . . The egg will be safely tumbled into the glass of water . . . You, dear friend, will be catapulted to fame! See *Picture Four.*

Do It with Mirrors

WAVY DIAGONALS

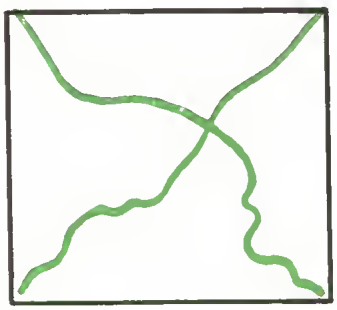
MATERIALS

A pencil
A piece of paper
A mirror
A large book, magazine, or piece of cardboard

THE SET-UP

This is a fairly interesting parlor stunt and will provide a lot of fun, especially if there's a crowd. Tell your audience that sometimes in doing tricks, mirrors hinder rather than help.

Stand someone in front of a mirror and hand him a pencil, a piece of paper, and something to lean the paper on. Now have him look at the mirror in which the paper is reflected—not at the paper! He is to draw two diagonals, as shown in the illustration.



WOULD YOU BELIEVE THAT—

No one will be able to draw two fairly straight diagonals.

THE EXPLANATION

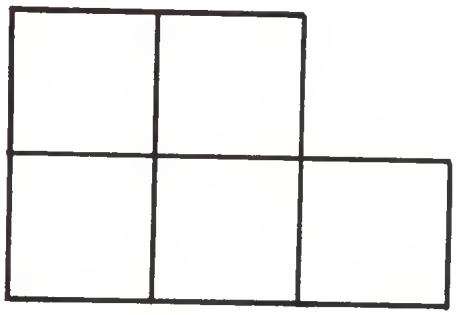
Since you see things in a mirror in reverse, you have to operate under circumstances to which you are not habituated. The results will amuse everyone.

The Cutting Trick

TWO SNIPS FOR A SQUARE

MATERIALS

Scissors
A pencil
A ruler



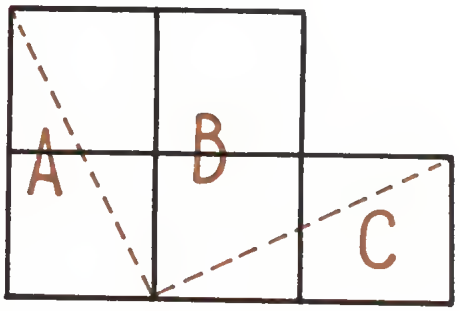
Picture One

THE SET-UP

Draw and cut out a figure composed of 5 squares, as shown in *Picture One.*

THE CHALLENGE

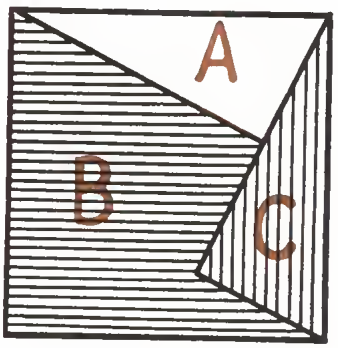
With only two straight cuts of the scissors, to cut the figure into three pieces which will fit together to form a perfect square.



Picture Two

HOW TO DO IT

Before all the available paper is used up in fruitless trials, make the two cuts shown in *Picture Two,* cutting along the dotted lines. The three pieces will fit together to form the square shown in *Picture Three.*



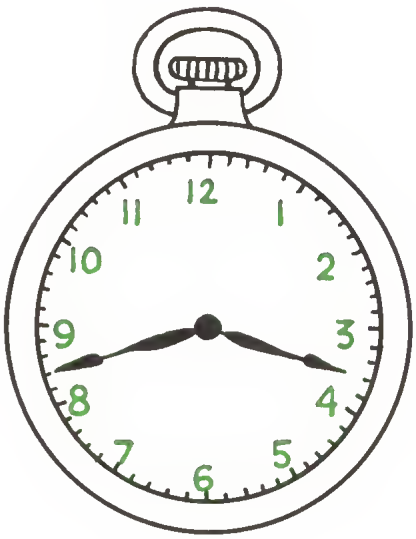
Picture Three

X-Ray Eyes

A MIND-READING STUNT

MATERIALS

A pocket watch with a ring and a winding stem, as shown in *Picture One.*



Picture One

THE SET-UP

The stage is set for this trick with the usual hokum about mind-reading powers. Your friend, who is your confederate, takes out a watch and places it on the table. He tells you to go out of the room. He requests some one in the company to set the watch at any hour.

Your partner now takes the watch and places it face down on the table and declares that you will tell the time to the nearest quarter-hour.

You come in and take a look at the watch. Of course, all you see is the back of it. But without any hesitation

at all, you announce that it has been set at 3:30.

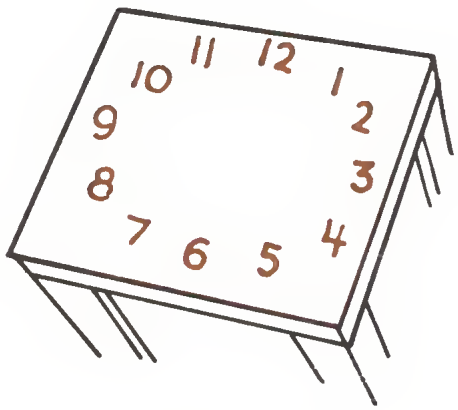
That happens to be right! As a matter of fact, every time the trick is done, you get the time right. Of course, there is a system to this "mind reading", but it is a rather baffling little business to solve.

THE CHALLENGE

To tell what time has been set by looking at the back of a watch.

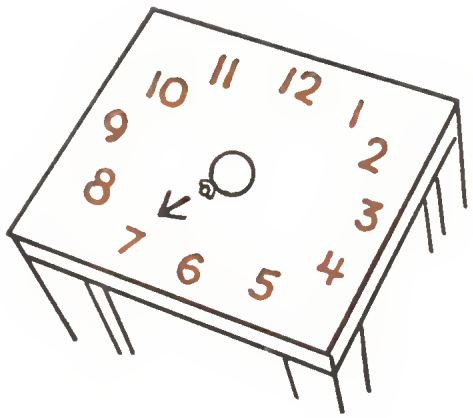
HOW TO DO IT

The table represents a dial of a watch. You and your confederate have decided in advance that a certain edge of the table will represent the top of the dial. In this way, you mentally see the table as shown in *Picture Two.*



Picture Two

Your confederate indicates the hour by pointing the stem towards the imaginary number on the table. For example, if it were 7 o'clock, your friend would point the dial as shown in *Picture Three.*



Picture Three

Quarter-hours are represented as follows: Ring turned down stands for a *Quarter-After,* as shown in *Picture Four.*

Picture Four

Straight ring stands for *Half-Past,* as shown in *Picture Five.*

Picture Five

Ring upward stands for *Three-quarters Past,* as shown in *Picture Six.*

Picture Six

Ring bent backwards stands for *On the Hour,* as shown in *Picture Seven.*

Picture Seven

Phone Book Stunt

FUN WITH A MAGIC NUMBER

MATERIALS

A telephone book
A pencil
Paper

THE SET-UP

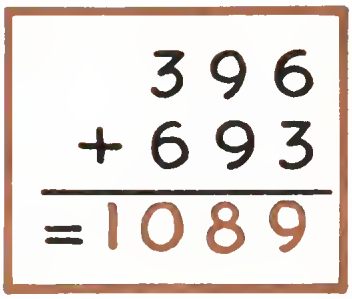
You claim you know the telephone book by heart—a preposterous statement—but nevertheless, you can prove it.

Give your friend pencil and paper and ask him to select a number with 3 digits. Then have him reverse the digits; for example, if he chose 753, the number reversed would be 357. Now have him subtract the smaller number from the larger number. Using our example, the figures would look like this:

```
  753
- 357
-----
= 396
```

However, if the result is a remainder of only two digits, you must caution him to insert a *zero* for the third digit of the remainder. For example: 473 minus 374 equals 099.

You now request him to take the result and reverse the digits once again. Then he is to add the two figures together. The operation will look as follows:



And in the case of our example using a *zero* as the third digit, it would be: 099 plus 990 equals 1089.

Your friend is not to show you his arithmetic or tell you the result. Now tell him to take the last two digits of the sum, and turn to that particular page in the telephone book. Then tell him to take the first two digits of his number, and count down that number of lines from the top of Column 1. His finger stops on a particular name. To his amazement, you call out that name.

THE CHALLENGE

To explain or duplicate this feat.

HOW TO DO IT

This mind reading stunt is based on an automatic formula. No matter what 3 digits are chosen, if the operations are performed as directed the result will always be 1089.

It is of course a simple thing for you to turn in advance to page 89 of the telephone book, and find out what the tenth name in the first column is. You remember that name; and then, of course, the trick always works. This trick can be performed only once with any group.

What a Watch!

TAPPING OUT THE TIME

MATERIALS

A watch or an alarm clock

THE SET-UP

Place a pocket watch or an alarm clock on the table. Ask someone to choose one of the numbers on the dial.

Tell your friend that you will tap on the dial at random. While you are doing this, he is to count your taps—but he is to count them in this special way: Suppose he has mentally selected 3 o'clock. Then your first tap counts as 4, your second tap as 5, etc. When he reaches a count of 20, he calls out "Stop."

THE CHALLENGE

That your finger will be found on the number he has selected when he calls "Stop!"

HOW TO DO IT

Tap anywhere on the dial for the first 7 taps. On the eighth tap, you must strike 12 o'clock and then go around the dial to the left—11 o'clock, 10, 9, 8, etc., in order. When the stop is called on the 20th tap, you will automatically have your finger on the selected hour.

Let's say your friend chose 7 o'clock. For the first 7 taps, you may strike anywhere. After 7 taps, your friend will

have reached a count of 14. Your tap and his counting will coincide as follows:

Count 15 — (Tap 8) — Dial 12

Count 16 — (Tap 9) — Dial 11

Count 17 — (Tap 10) — Dial 10

Count 18 — (Tap 11) — Dial 9

Count 19 — (Tap 12) — Dial 8

Count 20 — (Tap 13) — Dial 7

As you see, this will work out no matter what number is chosen.

If you want to make this trick more confusing, you might gamble a bit by starting with 12, skipping 11 and tap twice on 10, or make some similar manoeuvre.

The Five Coins

PENCILS DO THE TRICK

MATERIALS

4 pencils
A small pad of paper
A penny
A nickel
A dime
A quarter
A half-dollar

THE SET-UP

Tell the audience to throw some coins on the table, and then to select one of these coins.

THE CHALLENGE

Your friend, who is outside of the room, will tell the denomination of the selected coin.

HOW TO DO IT

Seeing that there are pennies, nickels, quarters, dimes and half-dollars, the chances of hitting the answer on strict guesswork are one out of five. Your little wizard hits 100%.

After a coin is selected, take a pencil and pad, give it to someone in the audience and tell him to request a written answer from your mind-reading friend in the next room. The paper comes back folded. When it is opened, it reveals the correct answer.

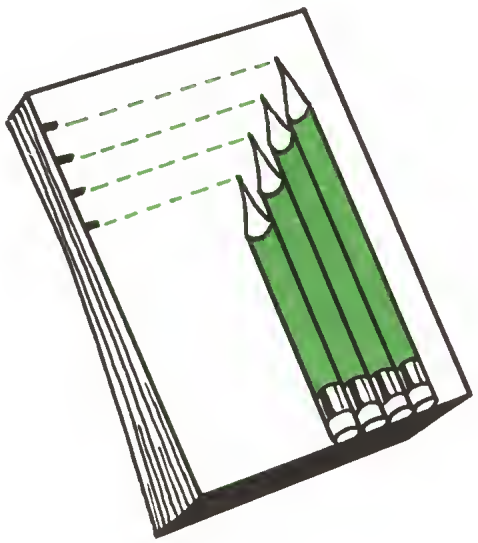
This looks miraculous but is one of the simplest gags ever devised. You have 4 pencils. They are of the same color and they look the same. However, they all vary slightly in length.

The smallest pencil stands for a penny; the next size for a nickel; the next size for a dime; the next size for a quarter.

You have marked the length of the pencils on the back of the pad, showing the length of each by just a single light dot, as shown in the illustration.

When your friend gets the pad and pencil, he measures the pencil he receives along the back of the pad. In this way, he determines what coin has been selected.

Suppose the company selects a half-dollar. In that case, you borrow a pencil from someone and send your confederate that tell-tale envoy.



Doubleday Activity Books

Age 2 to 4

My Very First Storybook

Age 4 to 7

A Child's First Playbook
Fun With Dots—Rhymes for Tots
Keep Busy Book for Tots
A Treasury of Bedtime Stories

Age 5 to 9

Follow the Dots
Follow-the-Dots Stories
It's Fun to Learn
Learning Numbers Is Fun
Learning to Read Is Fun
Learning to Read Stories for Beginners
100 Learning Games
Riddles, Rhymes and Stories
Teach Me Numbers
Teach Me to Read

Age 7 to 11

Animal Fun Time
Crosswords Around the U.S.A.
Easy Way to Better Handwriting
Good Time Book
Holiday Funtime
Hooray for Play!
Keep Busy Book for Girls
Learning to Draw
Lots-To-Do Book
Step by Step Drawing
U.S.A. Fun and Play
Western Funbook

Age 9 to 14

Barrel of Fun
Baseball Funbook
Beginner's Crossword Book
Crackerjack Crosswords
Fun and Play all the Way
Introduction to Crossword Puzzles
Pencil Pastimes

Age 10 to 15

Fun Parade
Planets and Space Travel
Science Experiments
Simple Tricks

JUVENILE

5
7 8 0
9 0 0

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